2001

NEW YORK JETS OFFENSE

PERSONNEL NOMENCLATURE

★ **REGULAR** - 2 Back / 1 tight / 2 rec

<u>OUR BASIC PERSONNEL,</u> HALFBACK (H) + FULLBACK (F) + FLANKER (Z) + TIGHT END (Y) + SPLIT END (X)
<SIGNAL: FACEMASK>

★ **U** 2 Back / 2-tight / 1 rec

THE <u>U</u> MAN (<u>U</u>), A SECOND TIGHT END, ENTERS THE GAME IN PLACE OF THE SPLIT END (X). TWO-TIGHT-END OFFENSE WITH TWO BACKS AND A FLANKER (Z).
<SIGNAL: U SIGN WITH YOUR HAND>

★ **TIGER** - - 2 Tight / 1 Back / 2 rec ('No fullback')

THE <u>TIGER</u> MAN (<u>T</u>),A SECOND TIGHT END, ENTERS THE GAME IN PLACE OF THE FULLBACK (F). TWO-TIGHT-END OFFENSE WITH ONE BACK (H) AND TWO WIDE RECEIVERS. (BIG TIGER - FB STAYS AS THE SINGLE BACK).
<SIGNAL: OPEN HAND: PAW>

★ **ZEBRA** - - Back / 1 tight / 3 rec (fullback stays in)

THE <u>ZEBRA</u> MAN (<u>ZB</u>), A THIRD WIDE RECEIVER, ENTERS THE GAME IN PLACE OF THE HALFBACK (H). THREE WIDE RECEIVER OFFENSE WITH ONE BACK (F) AND ONE TIGHT END. (ZEBRA - H - HALFBACK STAYS AS THE SINGLE BACK).
<SIGNAL: TAPPING THE TOP OF YOUR HELMET>

EAGLE - -

THE <u>E</u> MAN, (<u>E</u>), A THIRD WIDE RECEIVER, ENTERS THE GAME IN PLACE OF THE Y MAN. THREE WIDE RECEIVER OFFENSE WITH TWO BACKS.
<SIGNAL: PINKY AND INDEX FINGER UP>

★ - Tiger = No <u>fullback</u>

TRIO - - THE U MAN, (U), A SECOND TIGHT END, ENTERS THE GAME IN PLACE OF X AND THE T MAN (T), A THIRD TIGHT END, ENTERS THE GAME IN PLACE OF THE FULLBACK (F). THREE TIGHT-END OFFENSE WITH ONE BACK (H) AND ONE WIDE RECEIVER(Z).
<SIGNAL: 3 FINGERS UP>

TANK - - THE U MAN, (U), A SECOND TIGHT END, ENTERS THE GAME IN PLACE OF THE X, AND THE WING MAN (W), A THIRD TIGHT END, ENTERS THE GAME IN PLACE OF THE Z MAN. THREE-TIGHT-END OFFENSE WITH TWO BACKS.
<SIGNAL: TRIANGLE FORMED WITH BOTH HANDS>

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4 WIDES - - THE E MAN, (E), AND THE ZEBRA MAN (ZB), TWO WIDE RECEIVERS, ENTER THE GAME IN PLACE OF THE TIGHT END (Y) AND HALFBACK (H). FOUR WIDE RECEIVER OFFENSE WITH ONE BACK (F). THE ONE BACK COULD BE THE HB.
<SIGNAL: 4 FINGERS IN THE AIR>

BIG 4 - - THE A MAN, (A), AND THE ZEBRA MAN (ZB), TWO WIDE RECEIVERS ENTER THE GAME IN PLACE OF THE TWO BACKS. TWO WIDE RECEIVERS ENTER THE GAME IN PLACE OF THE TWO BACKS. FOUR WIDE RECEIVER OFFENSE WITH ONE TIGHT END AND NO BACKS.
<SIGNAL: 4 FINGERS IN THE AIR TO A FIST (REPEATED)>

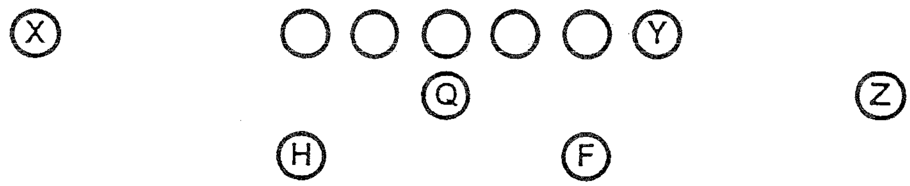
PERSONNEL NOMENCLATURE SUMMARY

1.	REGULAR	--	H + F + X + Z + Y			
2.	U	--	H + F + Y + U + Z			
3.	TIGER	--	H + T + X + Z + Y	BIG TIGER	--	F + T + X + Z + Y
4.	ZEBRA	--	F + X + Z + ZEB + Y	ZEBRA - H	--	H + X + Z + ZEB + Y
5.	EAGLE	--	H + F + E + X + Z			

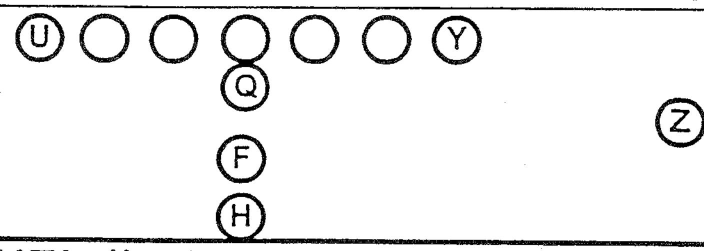
6.	TRIO	--	U + Y + H + T + Z			
7.	TANK	--	H + F + Y + U + W			
8.	4 WIDES	--	F + E + X + Z + ZEB	4 WIDES - H	--	H + E + X + Z + ZEL
9.	BIG 4	--	ZB + X + Z + A + Y			

PERSONNEL BASE FORMATIONS

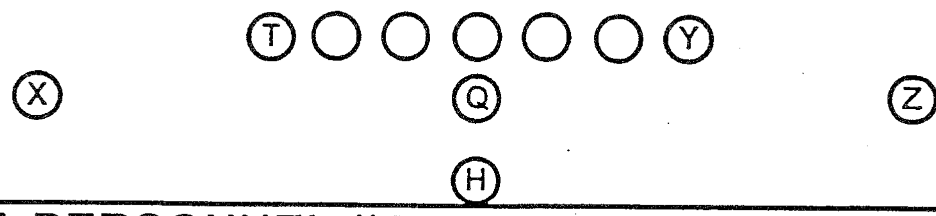
REGULAR PERSONNEL // FORMATION: "RED RIGHT"



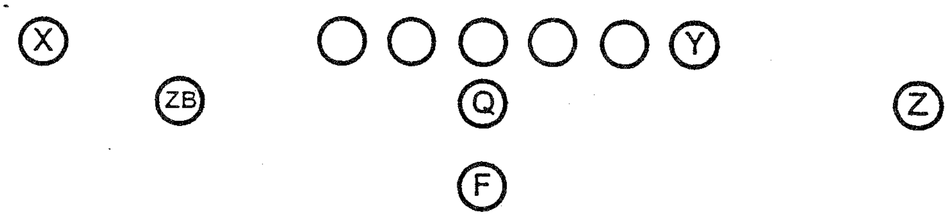
U PERSONNEL // FORMATION: "GREEN RIGHT"



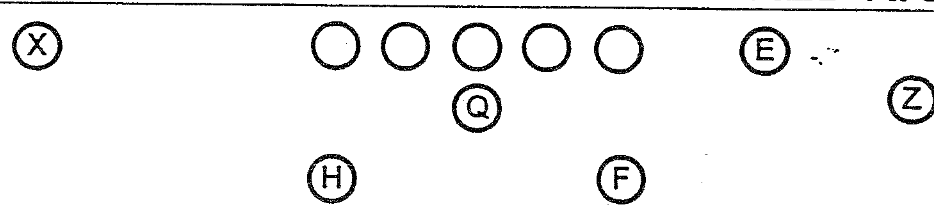
TIGER PERSONNEL // FORMATION: "SOLO RIGHT"



ZEBRA PERSONNEL // FORMATION: "WIDE RIGHT"

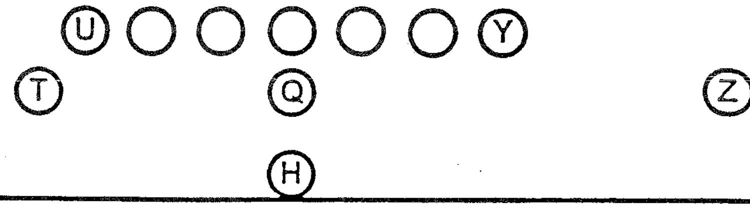


EAGLE PERSONNEL // FORMATION: "RED RIGHT"

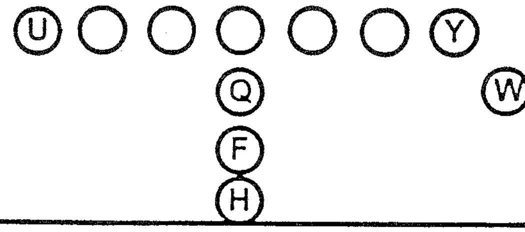


PERSONNEL BASE FORMATIONS

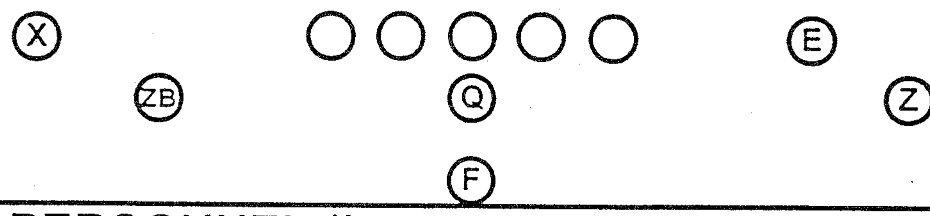
TRIO PERSONNEL // FORMATION: "SOLO RIGHT"



TANK PERSONNEL // FORMATION: "GREEN RIGHT"

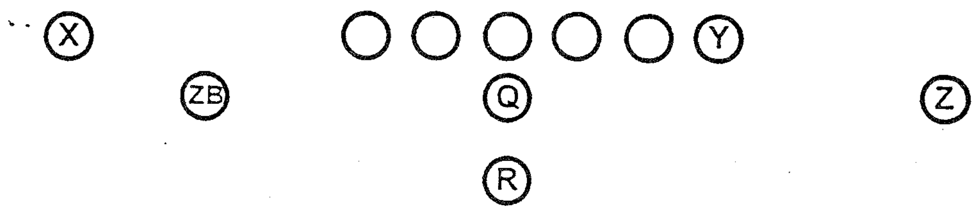


4 WIDES PERSONNEL // FORMATION: "WIDE RIGHT" (OPEN)



(SPREAD
RIGH'

BIG 4 PERSONNEL // FORMATION: "WIDE RIGHT"



KING = STRONG QUEEN = WK

FORMATION NOMENCLATURE

BACKFIELD ALIGNMENTS

Alignments!

RED - FB STRONGSIDE AND THE HB WEAKSIDE. FB WITH HEELS AT 5 YARDS IN A (3) THREE POINT STANCE. HB WITH HEELS AT 5 YARDS IN A (3) THREE POINT STANCE. THE EXACT ALIGNMENT MAY VARY DEPENDING ON THE PLAY CALLED.

RED BACKS HAVE THREE DIFFERENT LATERAL ALIGNMENTS:

1) **CHEAT** -- SPLITTING THE OUTSIDE LEG OF THE OFFENSIVE TACKLE.

2) **STACK** -- ALIGNED DIRECTLY BEHIND THE OFFENSIVE TACKLE.

3) **POWER** -- ALIGNED SPLITTING THE INSIDE LEG OF THE OFFENSIVE TACKLE.

(RED) CHANGE - HB STRONGSIDE AND THE FB WEAKSIDE. THE ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED SIMPLY "RED" WITH THE BACKS SWITCHED.

BROWN - BACKS HEAVY TO THE WEAK SIDE (AWAY FROM TE): FB DIRECTLY BEHIND THE FOOTBALL, HB ALIGNS WEAK. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

BROWN CHANGE - BACKS HEAVY TO THE WEAK SIDE (AWAY FROM TE); HB DIRECTLY BEHIND THE FOOTBALL, FB ALIGNS WEAK. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

BLUE - BACKS HEAVY TO THE TE SIDE: FB DIRECTLY BEHIND THE FOOTBALL, HB STRONG. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

BLUE CHANGE - BACKS HEAVY TO THE TE SIDE: HB DIRECTLY BEHIND THE FOOTBALL, FB STRONG. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

GREEN - BACKS DIRECTLY BEHIND THE FOOTBALL: FB WITH HEELS AT 5 YARDS IN A THREE (3) - POINT STANCE, HB AT 8 YARDS DIRECTLY BEHIND THE FB IN A TWO (2) - POINT STANCE, UPRIGHT. (THE "I" FORMATION).

SOLO (TIGER) (TRIO) -SINGLE BACK (HB) OR (FB) IN THE HB, "I", POSITION 6 1/2 YARDS DEEP OR IN THE FB POSITION AT 5 YARDS DEPTH IN A (2) TWO POINT STANCE.

BACK ADJUSTMENTS WITHIN THE BASIC BACKFIELD ALIGNMENTS

RED	FB - UP HB - WING, WIDE AND WIDER
BROWN	HB - WING, WIDE AND WIDER
BLUE	HB - SET, STRONG (TRIP) AND STRONGER (TREY)
GREEN	FB - KING, UP - QUEEN, UNDER
SOLO	HB (FB) - NEAR AND FAR - SET AND WING

ADJUSTMENTS FROM THE BASIC FORMATION ALIGNMENT SHALL BE NAMED WITH SPECIFIC TERMS

"H" HALFBACK

1.	RED	- -	ALIGN WEAK SIDE BEHIND TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
2.	(RED) CHANGE	- -	ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
3.	BROWN	- -	ALIGN WEAK SIDE BEHIND WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
4.	BROWN CHANGE	- -	ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.
5.	BLUE	- -	ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
6.	BLUE CHANGE	- -	ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.
7.	GREEN	- -	ALIGN 3 YARDS (8 YARDS FROM L.O.S.) BEHIND THE FB IN A TWO (2) POINT STANCE.
8.	SOLO	- -	SINGLE BACK (HB) ALIGNS DIRECTLY BEHIND THE FOOTBALL 6 1/2 YARDS IN A TWO (2) POINT STANCE.

STRONG SIDE ADJUSTMENT

9.	BLUE	- -	ALIGN STRONG BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK), IN A THREE (3) POINT STANCE.

10. SET - - ALIGN TO THE SIDE OF THE CALL IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE OF THE TE (Y) IN A THREE (3) POINT STANCE.

11. TRIP (F TRIP) (T TRIP) - - ALIGN TO THE STRONG SIDE IN AN OPEN POSITION OFF L.O.S. SPLITTING THE DISTANCE BETWEEN THE TE (Y) AND FLANKER (Z) IN A TWO (2) POINT STANCE.

12. TREY (F TREY) (T TREY) - - ALIGN TO THE STRONG SIDE IN AN OPEN POSITION OFF THE L.O.S.OUTSIDE THE FLANKER (Z) IN A TWO POINT (2) STANCE.

<u>WEAK SIDE ADJUSTMENTS</u>

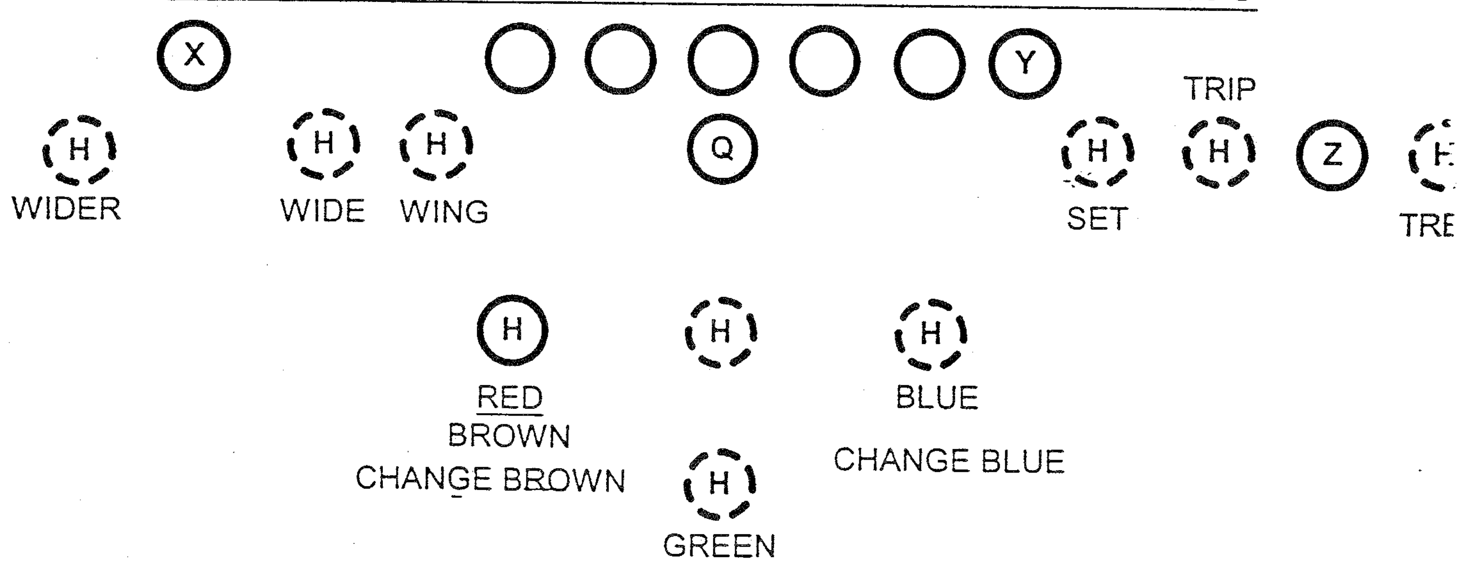
13. BROWN - - ALIGN WEAKSIDE AWAY FROM THE CALL BEHIND THE WEAK TACKLE HEELS AT 5 YARDS OFF THE L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

14. WING - - ALIGN AWAY FROM THE CALL IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE OF; THE WEAK TACKLE; OR THE TE (U) OR THE X MAN IN A TIGHT ALIGNMENT. ALIGN IN A THREE (3) POINT STANCE.

15. WIDE (F WIDE) (T WIDE) - - ALIGN AWAY FROM THE CALL IN AN OPEN POSITION OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE SPLIT END (X) AND THE WEAK TACKLE.

16. WIDER (F WIDER) (T WIDER) - - ALIGN AWAY FROM THE CALL IN AN OPEN POSITION OFF THE L.O.S. OUTSIDE THE SPLIT END (X).

HALFBACK ALIGNMENTS AND ADJUSTMENTS



"F" FULLBACK

1.	RED	ALIGN STRONG SIDE (TO THE CALL) BEHIND STRONG TACKLE HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
2.	CHANGE (RED)	ALIGN WEAK SIDE (AWAY FROM THE CALL) BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
3.	BROWN	ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.
4.	BROWN CHANGE	ALIGN WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
5.	BLUE	ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.
6.	BLUE CHANGE	ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
7.	GREEN	ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.
8.	SOLO	SINGLE BACK (FB) ALIGNS DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE. <FB MAY AT TIMES BE REQUIRED TO ALIGN AT 6 1/2 YARDS IN A TWO (2) POINT STANCE>.

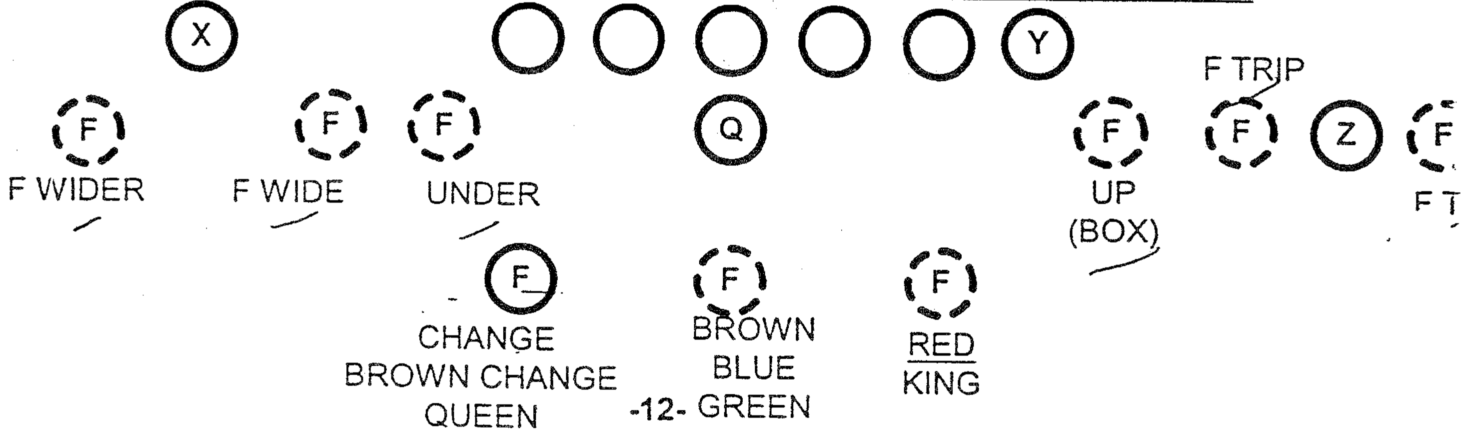
STRONG SIDE ADJUSTMENTS

9.	KING (GREEN) - -	ALIGN STRONG SIDE (TO THE SIDE OF THE CALL) BEHIND THE STRONG TACKLE,HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
10.	UP - -	ALIGN STRONG IN A ONE-YARD AND ONE-YARD RELATIONSHIP OFF THE L.O.S.NEXT TO AND OUTSIDE THE TE (Y) IN A THREE (3) POINT STANCE. (WITH TE FLEX; UP FLEX = BOX)
11.	F TRIP - -	ALIGN TO THE STRONG SIDE IN AN OPEN POSITION OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE (Y) AND FLANKER (Z) IN A (2) TWO POINT STANCE.
12.	F TREY - -	ALIGN TO THE STRONG SIDE IN AN OPEN POSITION OFF THE L.O.S. OUTSIDE THE FLANKER (Z) IN A (2) TWO POINT STANCE.

WEAK SIDE ADJUSTMENTS

13.	QUEEN - -	ALIGN WEAK SIDE (AWAY FROM THE CALL)BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
14.	UNDER - -	ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO THE WEAK TACKLE/ TE (U) OR THE X MAN IN A TIGHT ALIGNMENT. ALIGN IN A THREE (3) POINT STANCE.
15.	F WIDE - -	ALIGN AWAY FROM THE CALL IN AN OPEN POSITION OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE SPLIT END (X) AND THE WEAK TACKLE.
16.	F WIDER - -	ALIGN AWAY FROM THE CALL IN AN OPEN POSITION OFF THE L.O.S. OUTSIDE THE SPLIT END (X).

FULLBACK ALIGNMENTS AND ADJUSTMENTS



SINGLE BACK ALIGNMENTS AND ADJUSTMENTS

1. **BASE - -** **(SOLO - WIDE)** **(SOLO - TRIO)**

   HB:SINGLE BACK ALIGNED DIRECTLY BEHIND THE FOOTBALL 6 1/2 YARDS IN A TWO (2) POINT STANCE.

   FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE FOOTBALL 5 YARDS IN A THREE (3) POINT STANCE.

STRONG SIDE ADJUSTMENT

2. **NEAR- -**

   HB/FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE STRONG SIDE TACKLE 6 1/2 YARDS IN A TWO (2) POINT STANCE. <HB MAY BE AT 5 YARDS IN A THREE (3) POINT STANCE>.

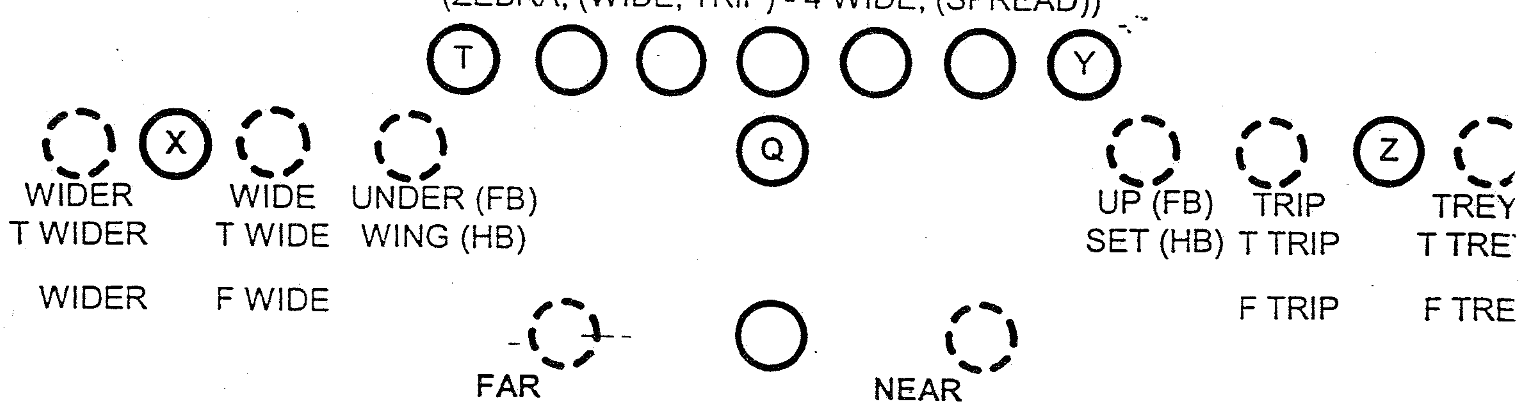
WEAK SIDE ADJUSTMENT

3. **FAR - -**

   HB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE WEAK SIDE TACKLE 6 1/2 YARDS IN A TWO (2) POINT STANCE. <HB MAY BE AT 5 YARDS IN A THREE (3) POINT STANCE>.

SINGLE BACK ASSIGNMENTS AND ADJUSTMENTS

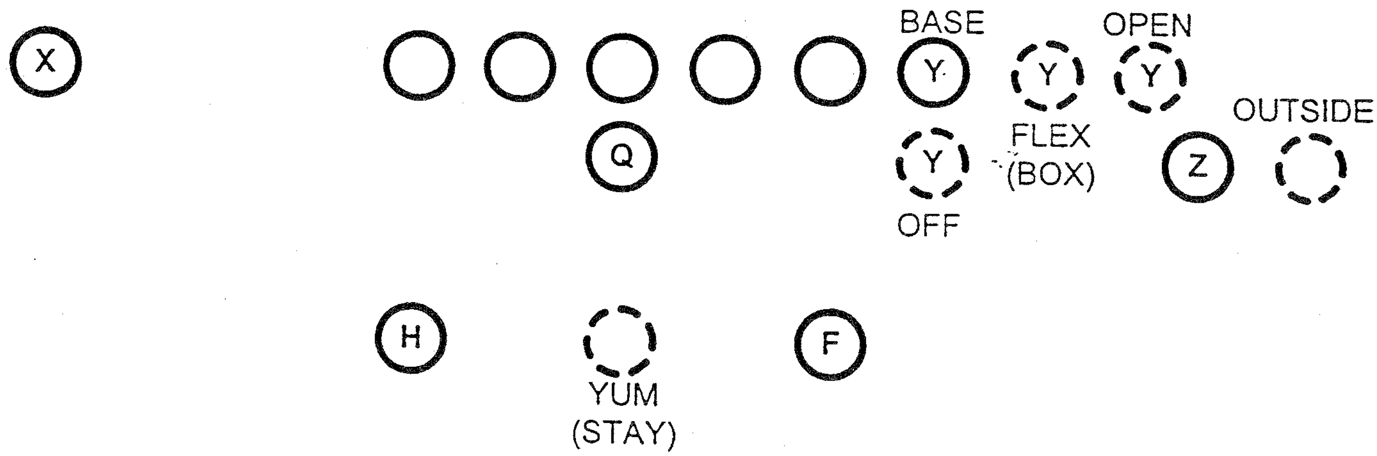
* **NOTE:** ONE BACK PERSONNELS (TIGER AND TRIO) (ZEBRA, (WIDE, TRIP) - 4 WIDE, (SPREAD))



TIGHT END (Y) ALIGNMENTS AND ADJUSTMENTS

1.	NORMAL (Y) - -	ALIGN TO SIDE OF CALL ON L.O.S. NEXT TO STRONG TACKLE -- 3 FOOT SPLIT -- IN A THREE (3) POINT STANCE.
2.	FLEX (Y) (BOX) - -	ALIGN TO THE SIDE OF THE CALL ON THE L.O.S. OPEN AT LEAST 3 YARDS FROM THE TACKLE IN A THREE (3) POINT STANCE. EXACT DISTANCE MAY VARY WITH PLAY CALL. (ELEMENT IN THE BUBBLE IS BOX = UP FLEX).
3.	OPEN (Y) - -	ALIGN TO SIDE OF CALL ON L.O.S. OPEN AT LEAST FIVE (5) YARDS FROM THE TACKLE ON THE L.O.S. EXACT DISTANCE <u>MAY VARY</u> WITH PLAY CALL.
4.	OUTSIDE (Y) - -	ALIGN TO SIDE OF CALL ON OR OFF L.O.S. OUTSIDE THE FLANKER.
5.	OFF (Y) - -	ALIGN TO SIDE OF CALL OFF L.O.S. IN A ONE-AND-ONE RELATIONSHIP WITH THE STRONG TACKLE IN A THREE (3) POINT STANCE.
6.	YUM STAY (Y) - -	Y ALIGN IN THE VACANT POSITION IN THE BACKFIELD 4-5 YARDS DEEP IN A THREE (3) POINT STANCE.

TE (Y) ALIGNMENTS AND ADJUSTMENTS



"T" MAN, "U" MAN AND "WING" MAN ALIGNMENTS AND ADJUSTMENTS

BASE ALIGNMENTS

1.	SOLO (TIGER) - -	ALIGNMENT FOR THE SECOND TE (T) - AWAY FROM THE STRENGTH (Y) ON THE L.O.S. NEXT TO THE WEAK TACKLE - 3 FOOT SPLIT - IN A THREE POINT STANCE.
2.	SOLO (TRIO) - -	ALIGNMENT FOR THIRD TE (T) AWAY FROM THE STRENGTH (Y) OFF THE L.O.S. AND OUTSIDE IN A ONE TO ONE RELATIONSHIP WITH THE BACKSIDE TE (U). (U) ALIGN IN THE BASE ALIGNMENT - AWAY FROM THE STRENGTH CALL.
3.	TIGHT (U) - -	ALIGNMENT FOR THE SECOND TE (U) AWAY FROM THE STRENGTH (Y) ON THE L.O.S. NEXT TO THE WEAK TACKLE -- 3 FOOT SPLIT -- IN A THREE (3) POINT STANCE. (THIS IS AN ASSUMED POSITION).
4.	TANK - -	IN THE BASE FORMATION IN TANK PERSONNEL THE ALIGNMENT FOR THE WING MAN (W). ALIGN TO THE SIDE OF THE STRENGTH CALL OF THE L.O.S. AND OUTSIDE IN A ONE AND ONE RELATIONSHIP WITH THE TE (Y).

WEAK SIDE ADJUSTMENTS

5.	QUEEN (TIGER) - -	T MAN ALIGN IN BACKFIELD ON THE WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. IN A THREE (3) POINT STANCE.
6.	T-UNDER (TIGER) - -	T MAN ALIGN AWAY FROM THE STRENGTH CALL OFF THE L.O.S. IN A ONE-AND-ONE RELATIONSHIP WITH THE WEAK TACKLE IN A THREE (3) POINT STANCE.
7.	T-WIDE (TIGER) - -	ALIGNMENT FOR THE SECOND TE (T) OFF THE L.O.S. SPLITTING THE DIFFERENCE BETWEEN SPLIT END (X) AND THE WEAK TACKLE. AWAY FROM THE SIDE OF THE STRENGTH CALL.

9. **T-WIDER (TIGER)** - - ALIGNMENT FOR THE SECOND TE (T) OFF THE L.O.S. OUTSIDE OF THE SPLIT END (X). AWAY FROM THE SIDE OF THE STRENGTH CALLED.

STRONG SIDE ALIGNMENTS

10. **KING (TIGER)** - - T MAN ALIGN IN BACKFIELD ON THE STRONG SIDE BEHIND THE STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. IN A THREE (3) POINT STANCE.

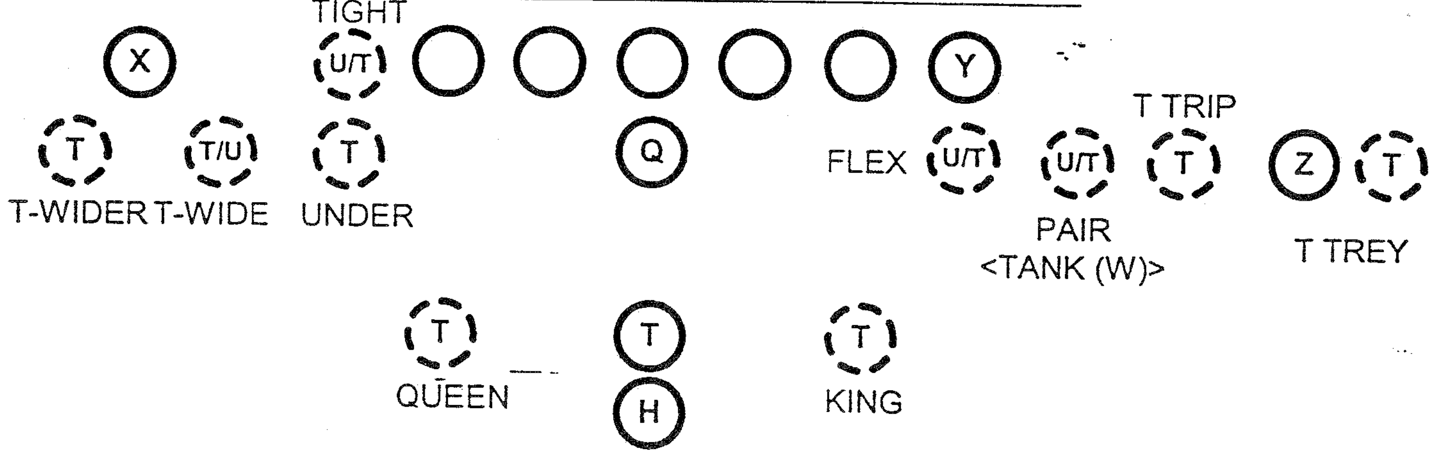
11. **PAIR (TIGER)** - - ALIGNMENT FOR THE SECOND TE (U) (T) - ALIGN TO THE SIDE OFF THE CALL OFF THE L.O.S. AND OUTSIDE IN A ONE AND ONE RELATIONSHIP WITH THE TE (Y). ALIGN IN A THREE (3) POINT STANCE.

12. **FLEX (TIGER) (U)** - - ALIGNMENT FOR THE SECOND TE (U) (T) - ALIGN TO THE SIDE OF THE CALL OFF THE L.O.S. SPLTTING THE DISTANCE BETWEEN THE TE (Y) AT 3 YARDS AND THE STRONG SIDE TACKLE. (3 POINT STANCE). (BOX = SPLITTING THE DISTANCE WITH THE BOX BY THE HB IN THE BOX).

13. **T (U) TRIP** - - ALIGNMENT FOR THE SECOND TE (U) (T) OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN FLANKER (Z) AND THE STRONG SIDE TE (Y). ALIGN TO THE SIDE OF THE STRENGTH CALL.

14. **T (U) TREY (TIGER)** - - ALIGNMENT FOR THE SECOND TE (U) (T) OFF THE L.O.S. OUTSIDE THE FLANKER (Z). ALIGN TO THE SIDE OF THE STRENGTH CALL.

T MAN (T); U MAN (U), AND WING MAN (W) ALIGNMENTS AND ADJUSTMENTS



SPLIT END (X) ALIGNMENTS AND ADJUSTMENTS

1. **NORMAL (ZB) (4W)** - - ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. 10-12 YARDS FROM THE WEAK TACKLE.

2. **TIGHT** - - ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. IN THE TE (U) POSITION NEXT TO THE WEAK TACKLE. IN A THREE (3) POINT STANCE, BETWEEN 1 AND 2 YARD SPLIT.

3. **NASTY** - - ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. IN A THREE (2) POINT STANCE, WITH A 4-6 YARD SPLIT.

4. **SLOT (TIGER)** - - ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. (OFF THE L.O.S. IN TIGER PERSONNEL) 10-14 YARDS OUTSIDE THE TE (T).

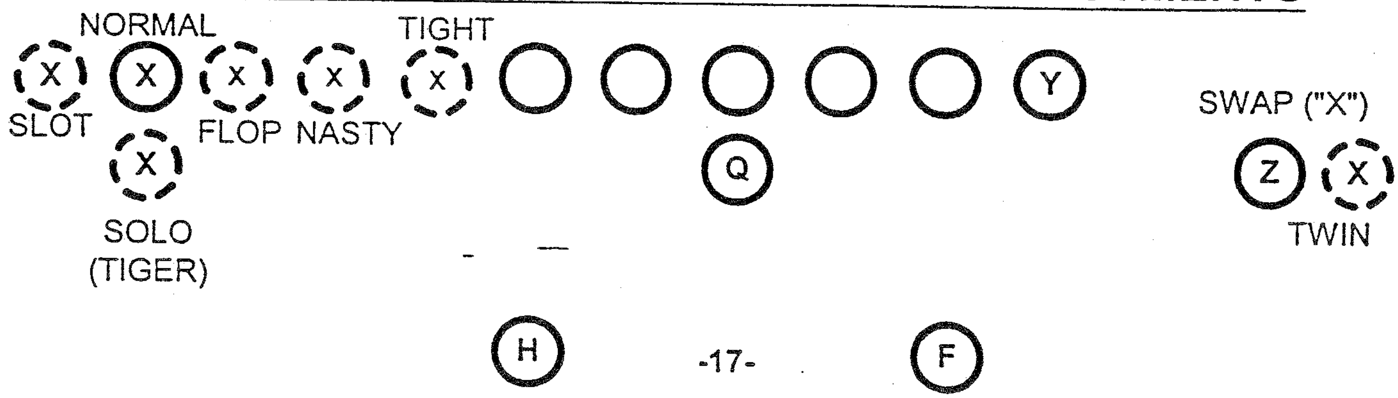
5. **FLOP** - - ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. SPLITTING THE DIFFERENCE BETWEEN THE WEAK TACKLE AND THE WIDEST RECEIVER (Z). (6-8 YARDS FROM THE WEAK TACKLE).

6. **SWAP ("X")** - - ALIGN TO THE SIDE OF THE STRENGTH CALL (Y), OFF THE L.O.S. 10-14 YARDS OUTSIDE THE TE (T).

7. **SOLO (TIGER)** - - ALIGN AWAY FROM THE STRENGTH (Y), OFF THE L.O.S. 10-12 YARDS FROM THE BACKSIDE TE (T). USED NORMALLY WITH 2 TE's AND 2 WR's (TIGER PERSONNEL).

8. **TWIN** - - ALIGN TO THE SIDE OF THE STRENGTH (Y), 10-14 YARDS (OUTSIDE MAN) FROM THE TE (Y) OFF THE L.O.S. USED NORMALLY WITH 2 TE's AND 2 WR's (TIGER PERSONNEL).

SPLIT END (X) ALIGNMENTS AND ADJUSTMENTS



FLANKER (Z) ALIGNMENTS AND ADJUSTMENTS

1.	NORMAL - - SOLO (TG) SPREAD - (4 WIDES)	ALIGN TO THE SIDE OF THE STRENGTH CALL, OFF THE L.O.S. 10-12 YARDS OUTSIDE THE TE (Y).
2.	SLOT - -	ALIGN AWAY FROM THE STRENGTH (Y), OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE WEAK TACKLE AND THE WIDEST RECEIVER (X).
3.	FLOP - -	ALIGN AWAY FROM THE STRENGTH (Y), OFF THE L.O.S. OUTSIDE THE X (U). <TIGHT FLOP IS 4 YARDS FROM THE X (U)>.
4.	SWAP("X") - -	ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. 10-12 YARDS FROM THE WEAK TACKLE. <SWAP WITH X>.
5.	CLOSE - -	ALIGN TO THE SIDE OF THE CALL, OFF THE L.O.S. IN A ONE TO 5 YARD RELATIONSHIP TO TE (Y). MAY ALIGN IN A THREE (2) POINT STANCE.
6.	FULL STAY - -	ALIGN IN THE VACANT POSITION IN THE BACKFIELD 4-5 YARDS DEEP IN A THREE (3) POINT STANCE.
7.	PAIR (U) - - FLEX (U)	ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. 10-12 YARDS FROM THE WEAK TACKLE. USED WITH 2 TE AND 2 BACKS AND 1 WR (U PERSONNEL).
8.	TWIN - - (TIGER)	ALIGN TO THE SIDE OF THE STRENGTH (Y), OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE TIGHT END (Y) AND THE WIDEST RECEIVER (X). (TIGER PERSONNEL).
9.	WIDE or TRIP - (ZEB)	ALIGN TO THE SIDE OF THE STRENGTH CALL OFF THE L.O.S. 10-12 YARDS OUTSIDE THE TE (Y).

Z ALIGNMENTS AND ADJUSTMENTS (CONT'D)

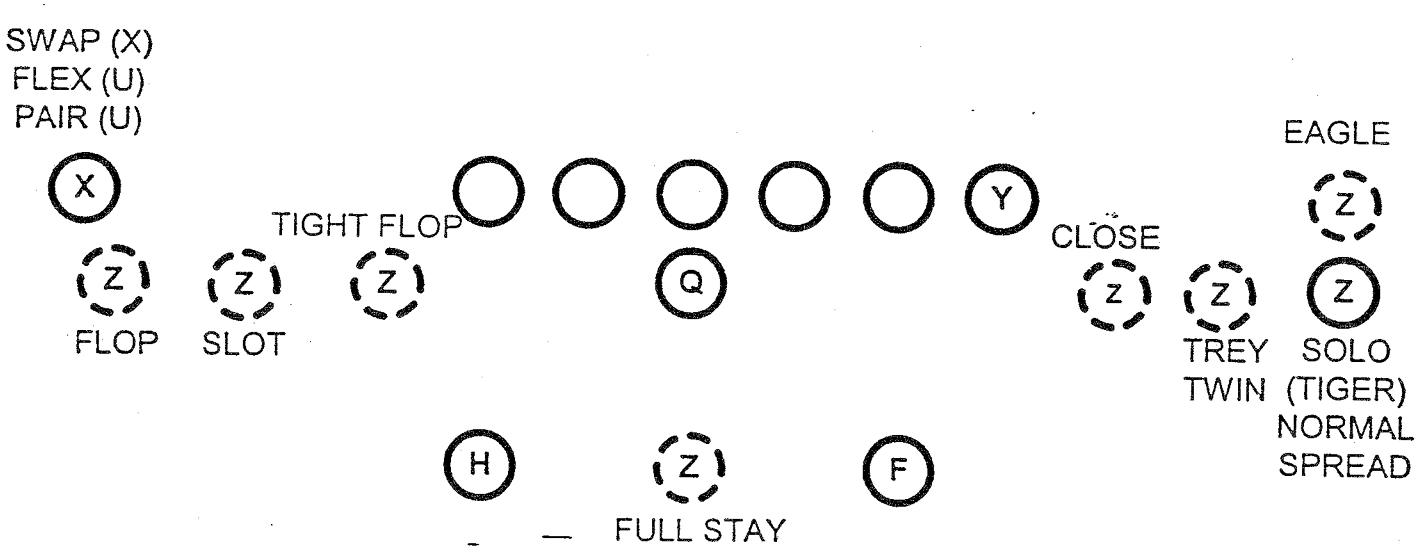
11. RED (EAGLE) - - ALIGN TO THE SIDE OF THE STRENGTH (E),OFF THE (**EAGLE**) L.O.S. 10-12 YARDS FROM THE STRONG TACKLE. <EAGLE PERSONNEL: 3 WR's AND 2 RB's>.

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12. TREY - - ALIGN TO THE STRONG SIDE OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN TE (Y) AND WIDEST MAN.

13. WING SLOT - - ALIGN AWAY FROM THE STRENGTH (Y), OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE WEAK TACKLE AND THE WIDEST RECEIVER (X) (NORMAL SLOT ALIGNMENT W/ A MAN BETWEEN YOU AND THE TACKLE.)

FLANKER (Z) ALIGNMENTS AND ADJUSTMENTS



ZEBRA (ZB) AND EAGLE (E) ALIGNMENTS AND ADJUSTMENTS

ZEBRA - ZEBRA MAN ASSUMES THE RESPONSIBILITY AND ASSIGNMENTS OF THE HB.
EAGLE - THE E MAN ASSUMES THE RESPONSIBILITIES AND ASSIGNMENTS OF THE TE (Y).

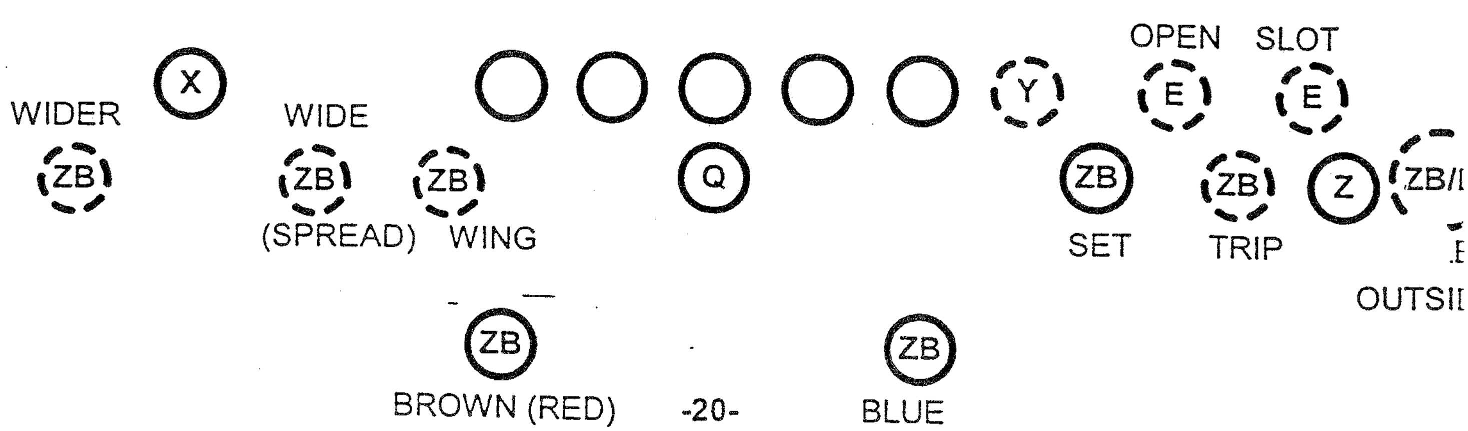
STRONG SIDE ADJUSTMENTS

1.	TRIP (ZEBRA) - -	ZEBRA MAN ASSUMES THE HB ALIGNMENT AND ALIGNS TO THE SIDE OF THE STRENGTH CALL, OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE TE (Y) AND FLANKER (Z).
2.	TREY (ZEBRA) - -	ZB MAN ALIGNS TO THE STRONGSIDE IN AN OPEN POSITION OFF THE L.O.S. OUTSIDE THE FLANKER (Z).
3.	OPEN (EAGLE) - -	E WILL ALIGN TO THE SIDE OF THE STRENGTH CALL, ON THE L.O.S. SPLITTING THE DIFFERENCE BETWEEN THE STRONGSIDE TACKLE AND FLANKER (Z) (ASSUMED).
4.	OUTSIDE (EAGLE) - -	E MAN ALIGN TO SIDE OF CALL ON OR OFF L.O.S. OUTSIDE THE FLANKER.

WEAK SIDE ADJUSTMENTS

5.	WIDE - -	ZEBRA MAN ASSUMES THE HB ALIGNMENT AND ALIGN AWAY FROM THE CALL (Y) IN AN OPEN POSITION OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE SPLIT END (X) AND THE WEAK TACKLE.
6.	WIDER - -	ZB MAN ALIGNS AWAY FROM THE CALL (Y) IN AN OPEN POSITION OFF THE L.O.S. OUTSIDE THE SPLIT END (X).
7.	RED SLOT (EAGLE) -	E MAN ALIGNS TO THE SIDE OF THE STRENGTH CALL, ON THE L.O.S. 10-12 YARDS FROM THE STRONG SIDE TACKLE.

ZEBRA (ZB) AND E MAN (E) ALIGNMENTS AND ADJUSTMENTS



Fuzz = opposite

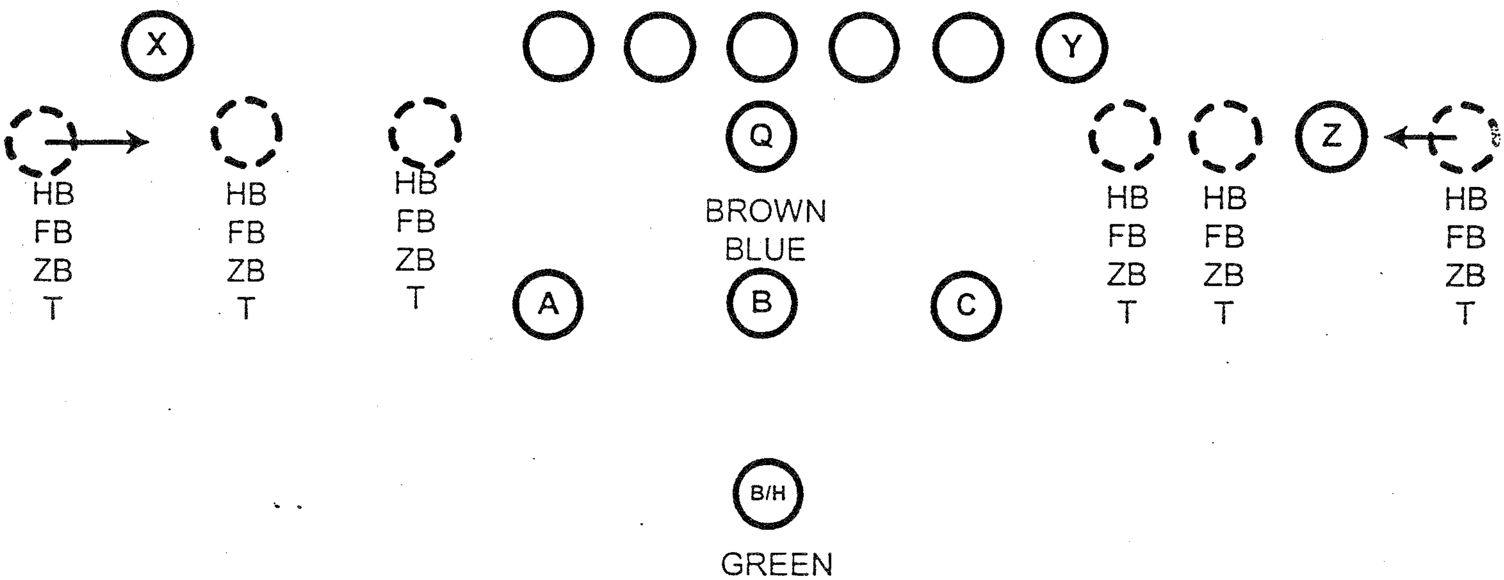
MOVEMENTS

FULLBACK, HALFBACK, T MAN AND ZB MAN MOVEMENTS:

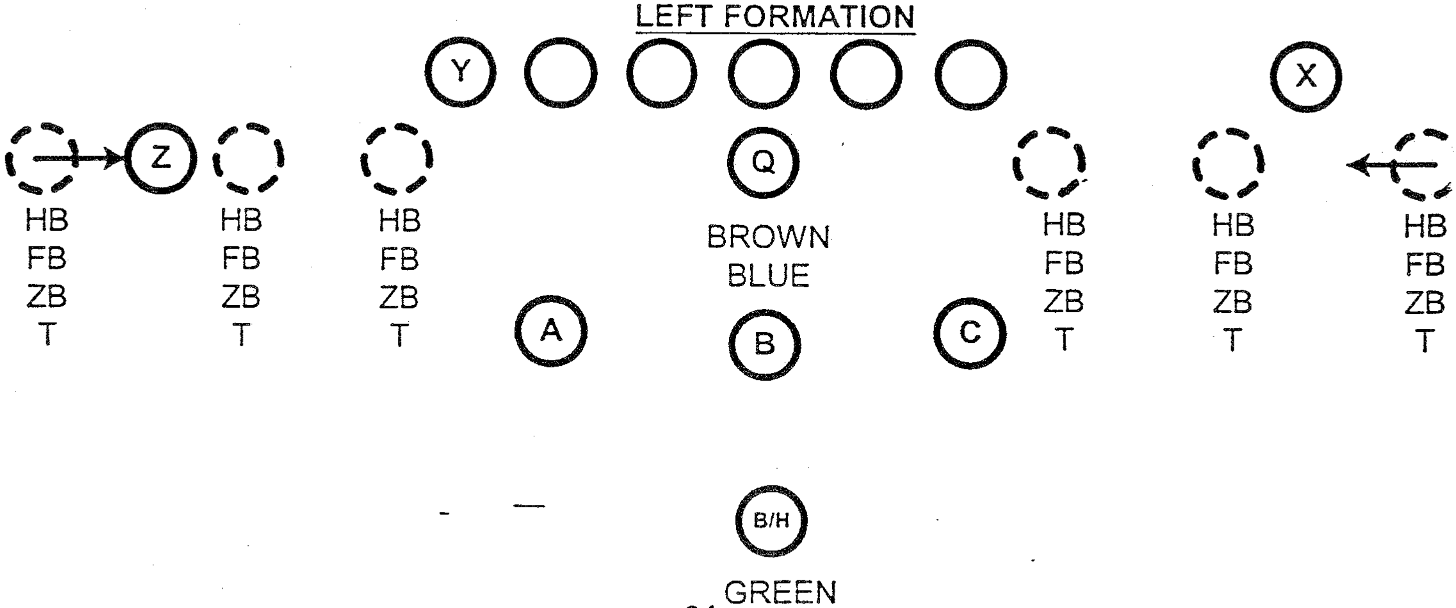
THE FB, HB, T MAN AND ZB MAN MOVEMENT WILL BE CALLED BY FIRST DENOTING THE POSITION IN WHICH THE BACK IS ALIGNED AND SECOND INDICATING THE DIRECTION OF THE MOVEMENT. THE FOUR MOVEMENTS ARE RIGHT, LEFT, SHORT AND CTR MOTION. THE POSITION OF THE INITIAL ALIGNMENT WILL BE DESIGNATED W/ THE LETTERS "A, "B", "C". ANY ALIGNMENT OUTSIDE THE TACKLES WILL BE DENOTED AS HB, FB, OR ZB. THE QUARTERBACK SHALL FIRST CALL THE FORMATION ALIGNMENT, SECOND, HE SHALL DESIGNATE WHO WILL GO IN MOTION - A, B, C, HB, FB, T, OR ZB. THIRD, HE WILL CALL THE MOVEMENT - RIGHT OR LEFT.

NOTE: "FB FUZZ" MOTION WILL BE FROM THE "A" TO "C" OR "C" TO "A" POSITION.

RIGHT FORMATION



LEFT FORMATION



TIGHT ENDS (Y-U) MOVEMENTS

NOTE: THE MOTIONS ARE CALLED IN THE BEGINNING OF THE FORMATION NOMENCLATURE. MOTION TO THE FORMATION CALLED.

1. **TRADE** - - THE TE (Y) WILL ALIGN ON THE BALL AWAY FROM THE HUDDLE CALL. ON THE QBs COMMAND THE TE (Y) WILL CHANGE SIDES, TO THE FORMATION CALLED IN THE HUDDLE.

2. **TEAR** - - THE TE (Y) WILL ALIGN ON THE BALL AND AWAY FROM THE HUDDLE CALL. ON THE QBs COMMAND THE TE (Y) WILL SHIFT OFF THE BALL AND MOTION ACROSS THE FORMATION TO THE FORMATION CALLED IN THE HUDDLE.

3. **TIP** - - THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL TO THE STRENGTH CALLED IN THE HUDDLE. ON THE QBs COMMAND MOTION INSIDE, BUT NOT CROSSING THE FOOTBALL.

4. **TAP** - - THE TE (Y) WILL ALIGN OFF THE BALL TO THE STRENGTH CALLED IN THE HUDDLE. ON THE QBs COMMAND MOTION AWAY FROM THE BALL.

5. **TIP-TAP (TAP-TIP)** - - THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL. ON THE QB's COMMAND HE WILL GO IN TIP (TAP) MOTION WITHOUT CROSSING THE BALL AND THEN TAP (TIP) MOTION AWAY FROM THE BALL.

6. **YUM (Y)** - - THE TE (Y) WILL ALIGN IN THE VACANT SPOT IN THE BACKFIELD, AND ON THE QB's COMMAND GO IN MOTION TO THE FORMATION CALLED IN THE HUDDLE.

7. **MOVE** - - THE SECOND TE (U) WILL SHIFT OFF THE BALL AND GO IN MOTION TO THE FORMATION CALLED IN THE HUDDLE ON THE QUARTERBACK'S COMMAND. USED WITH TWO TE'S. (U PERSONNEL).

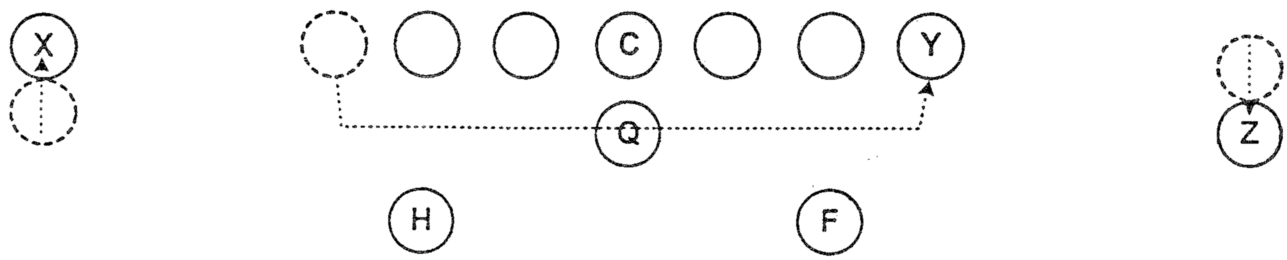
WIDE RECEIVERS (X AND Z) MOVEMENTS

NOTE: THE MOTIONS ARE CALLED IN THE BEGINNING OF THE FORMATION NOMENCLATURE. MOTION TO THE FORMATION CALLED.

1.	ZOOM	- -	FLANKER (Z) GOES IN MOTION ACROSS THE FORMATION TO FORMATION CALLED IN THE HUDDLE. FLANKER MOTIONS ON THE QB's COMMAND.
2.	ZIP	- -	FLANKER (Z) COMES IN MOTION FROM AN OUTSIDE ALIGNMENT, BUT DOES NOT CROSS THE FORMATION. FLANKER MOTIONS ON THE QB's COMMAND.
3.	ZAP	- -	FLANKER (Z) GOES IN MOTION OUT FROM HIS ALIGNMENT AWAY FROM THE MOTION.
4.	ZIP-ZAP	- -	FLANKER (Z) MOTIONS IN TOWARD THE FORMATION TO THE FAR SIDE GUARD AND THEN MOTIONS AWAY.
6.	EXIT	- -	SPLIT END (X) MOTIONS ACROSS THE FORMATION CALLED IN THE HUDDLE ON THE QB's COMMAND. MAYBE USED WITH TWO (2) TE OFFENSE <TIGER PERSONNEL>.
7.	FULL (STOP)	- -	FLANKER (Z) WILL ALIGN IN THE VACANT SPACE IN THE BACKFIELD, AND GO IN MOTION TO THE FORMATION CALLED IN THE HUDDLE. FLANKER MAY STOP AT THE END OF MOTION IF FULL STOP IS CALLED. IF ONLY ONE BACK IS IN THE BACKFIELD, Z SHOULD ALIGN IN THE VACATED SPOT OPPOSITE THE DIRECTION HE WILL MOTION.

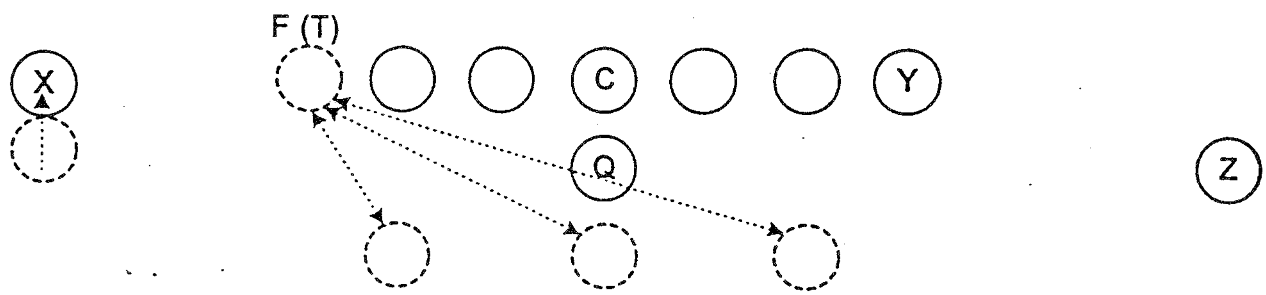
TRADE

TRADE = TIGHT END (Y), MOVING FROM ONE SIDE OF THE FORMATION TO THE FORMATION STRENGTH CALLED IN THE HUDDLE.



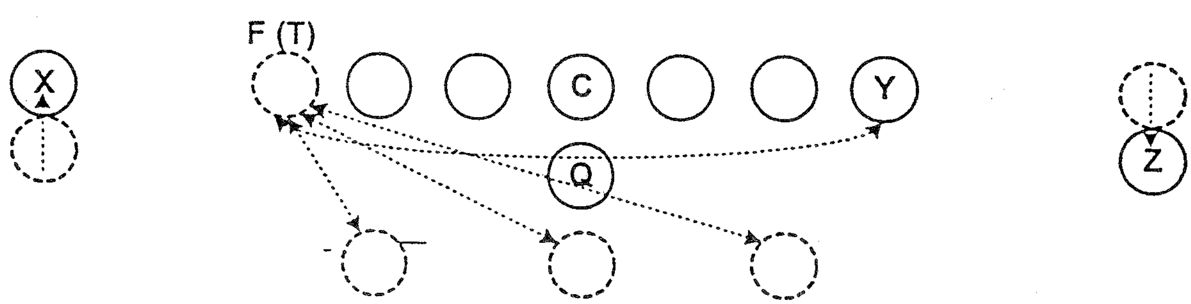
JUMP

JUMP = F OR T MOVING INTO OR OUT OF THE BACKFIELD.



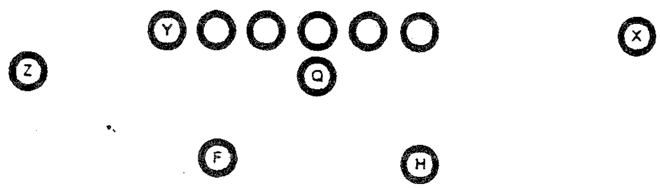
DANCE

DANCE = (F or T) & Y MOVING SIMULTANEOUSLY.
Y TRADES & F or T MOVE INTO OR OUT OF THE BACKFIELD.

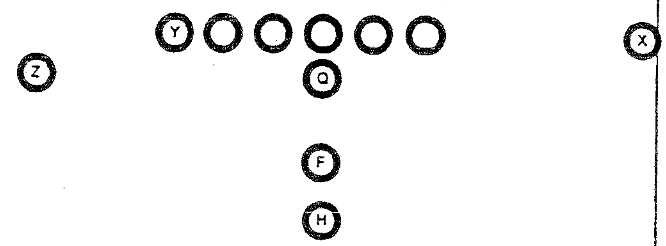


REGULAR PERSONNEL

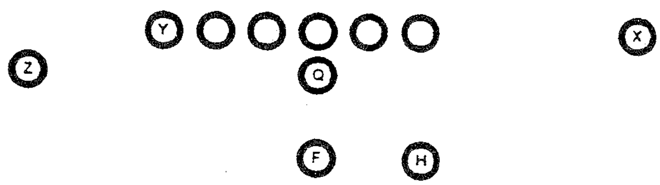
RED LEFT



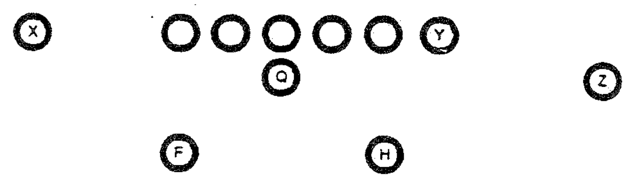
GREEN LEFT



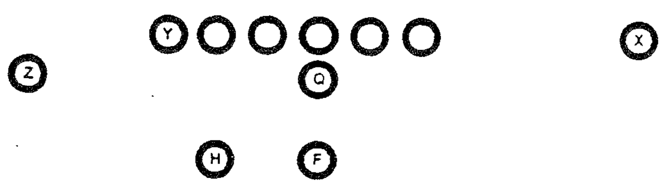
BROWN LEFT



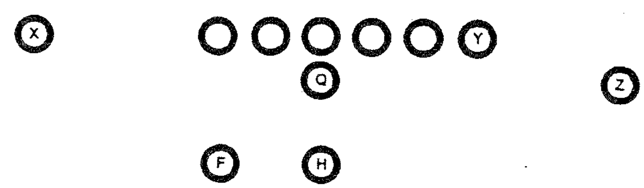
(RED) CHANGE RIGHT



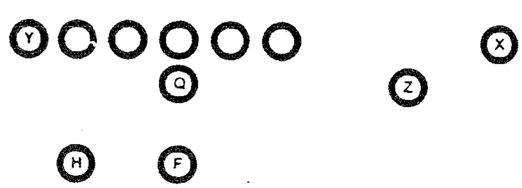
BLUE LEFT



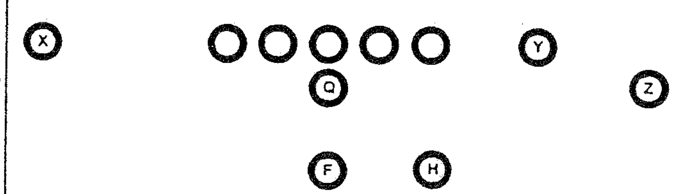
BROWN CHANGE RIGHT



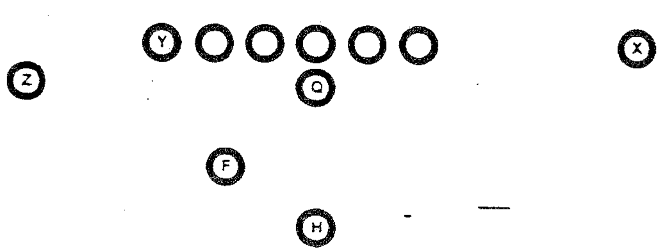
BLUE LEFT SLOT



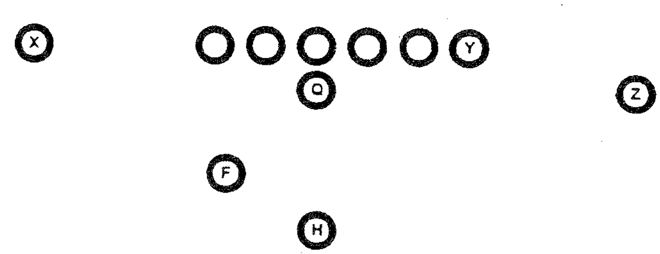
BLUE RIGHT OPEN



(GREEN) KING LEFT

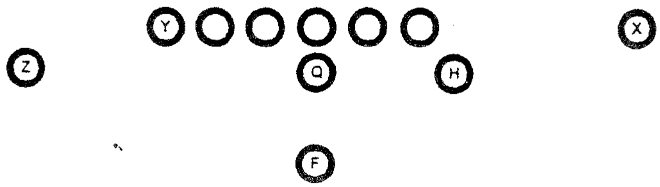


(GREEN) QUEEN RIGHT

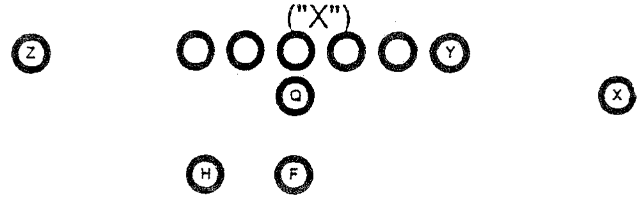


REGULAR PERSONNEL

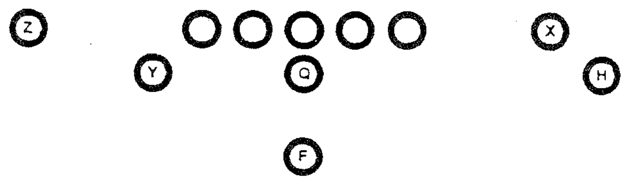
WING LEFT



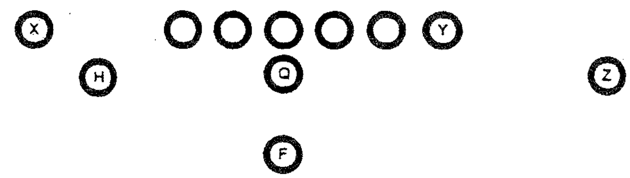
BROWN RIGHT SWAP ("X")



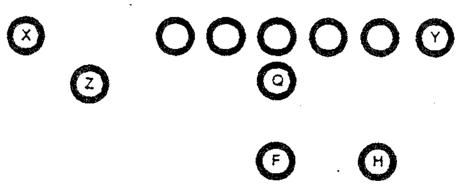
WIDER LEFT OFF



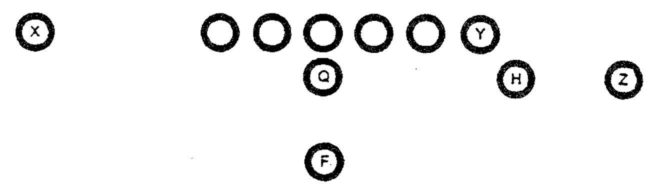
WIDE RIGHT



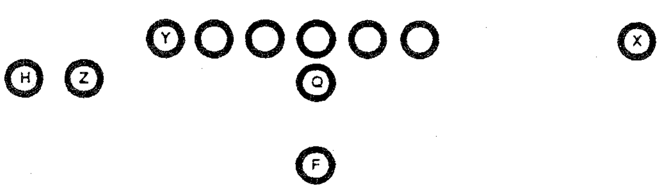
BLUE RIGHT SLOT



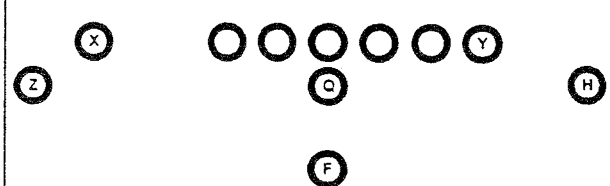
SET RIGHT



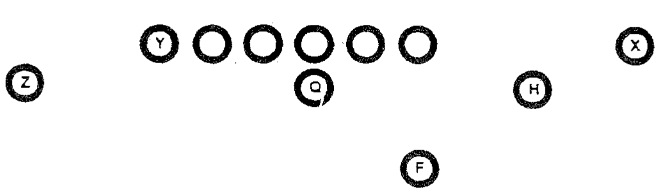
TREY LEFT



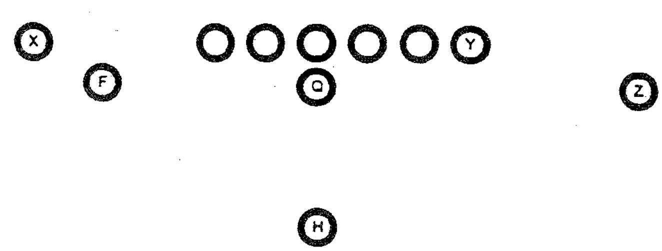
TRIP RIGHT FLOP



WIDE LEFT (FAR)

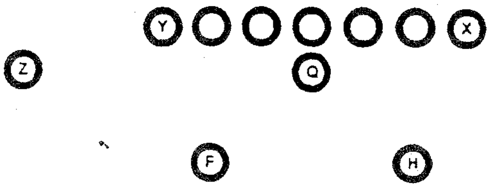


F WIDE RIGHT

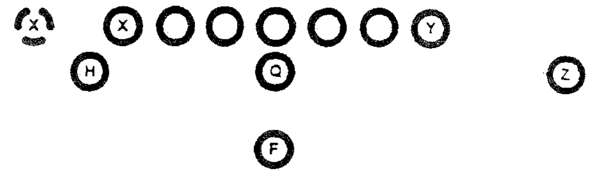


REGULAR PERSONNEL

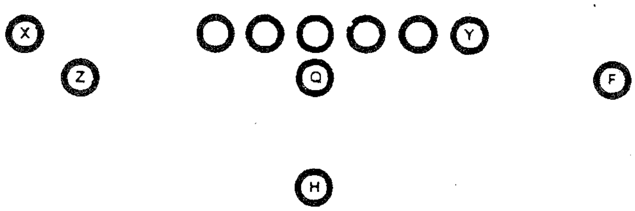
RED LEFT TIGHT



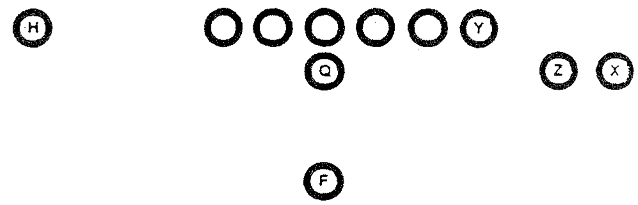
WING RIGHT TIGHT (NASTY)



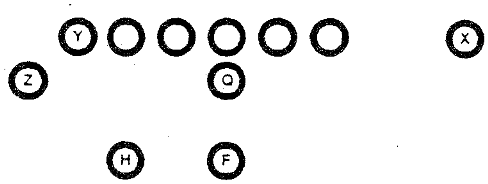
F TRIP RIGHT SLOT



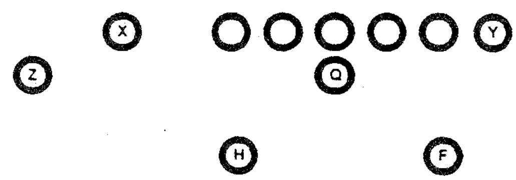
WIDE RIGHT TWIN



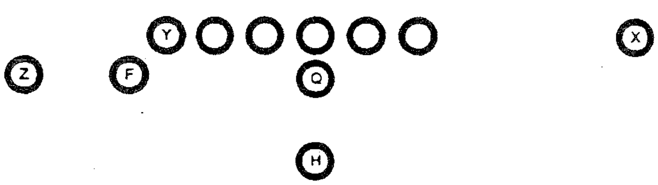
BLUE LEFT CLOSE



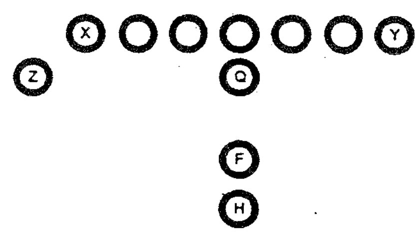
RED RIGHT FLOP



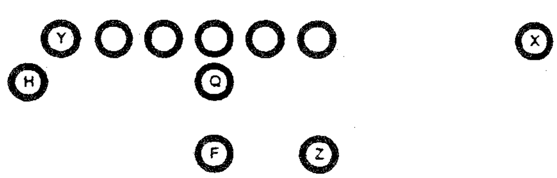
UP LEFT



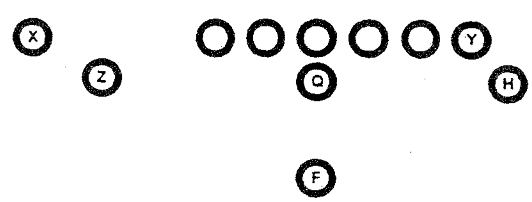
GREEN RIGHT TIGHT FLOP



SET LEFT FULL STAY

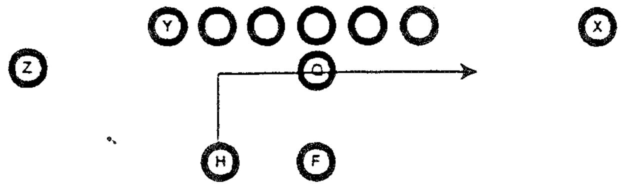


SET RIGHT SLOT

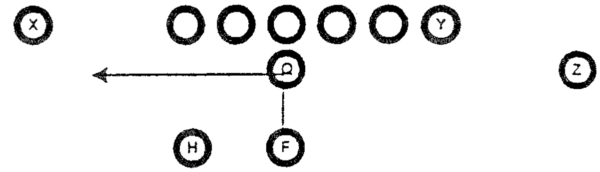


REGULAR PERSONNEL

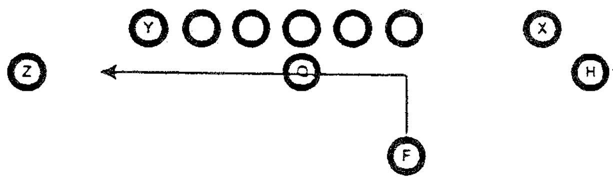
BLUE LEFT "A" RIGHT



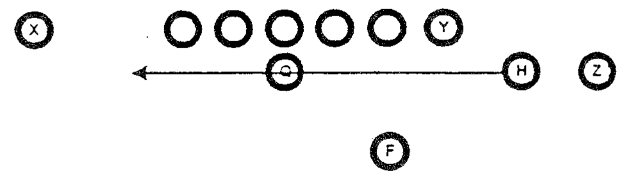
BROWN RIGHT "B" LEFT



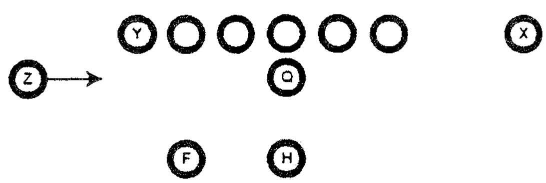
WIDER LEFT (FAR) "C" LEFT



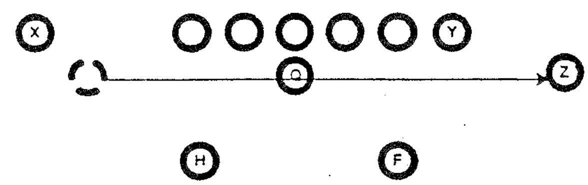
TRIP RIGHT (NEAR) HB LEFT



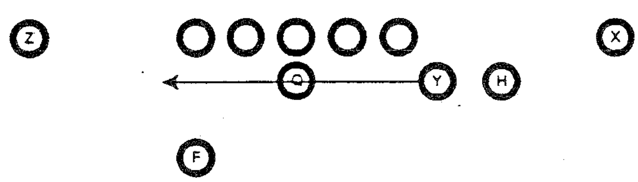
ZIP BLUE CHANGE LEFT



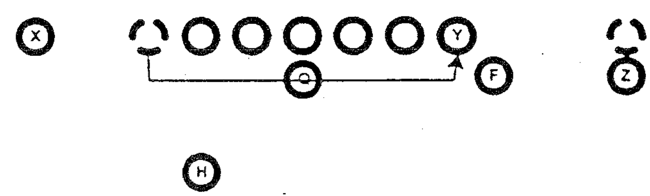
ZOOM RED RIGHT



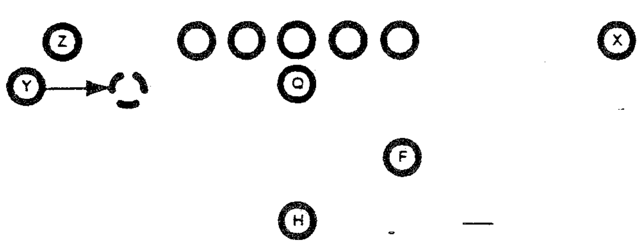
TEAR WIDE (NEAR) LEFT



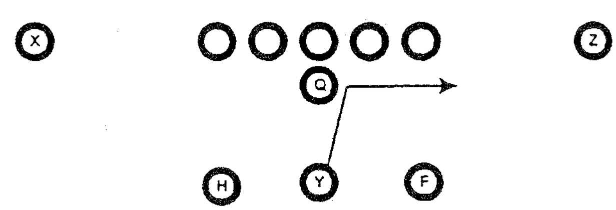
TRADE UP RIGHT (FAR)



TIP QUEEN LEFT

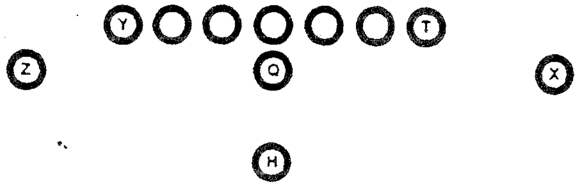


YUM RED RIGHT

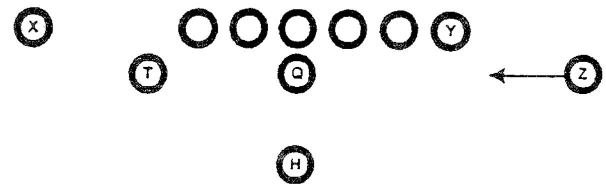


TIGER PERSONNEL

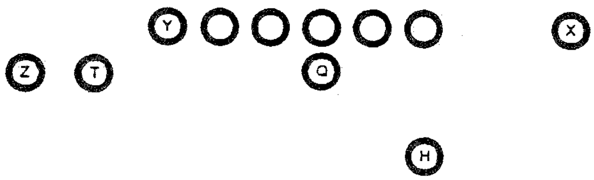
SOLO LEFT



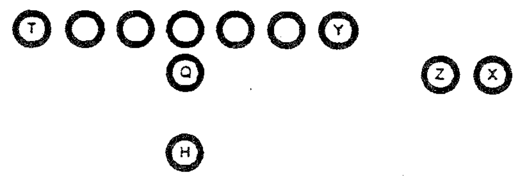
ZIP UNDER RIGHT



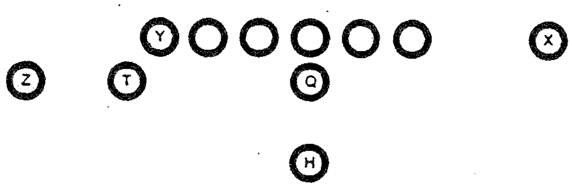
T TRIP (FAR) LEFT



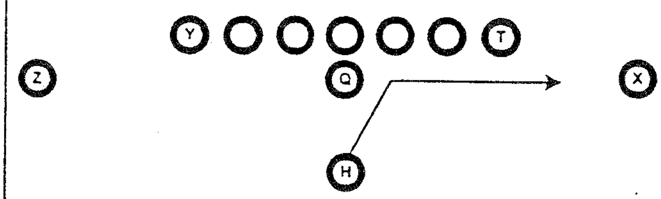
SOLO RIGHT TWIN



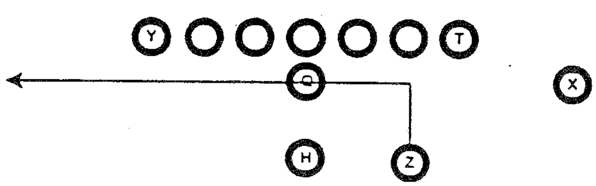
PAIR LEFT



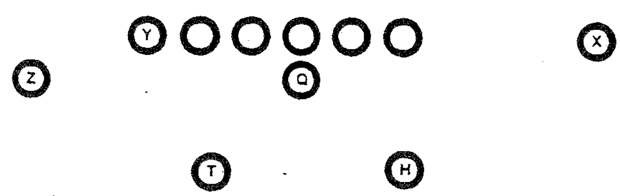
SOLO LEFT "B" RIGHT



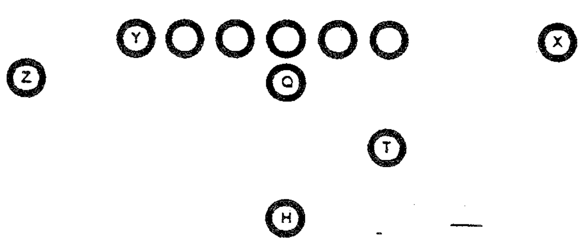
FULL SOLO LEFT



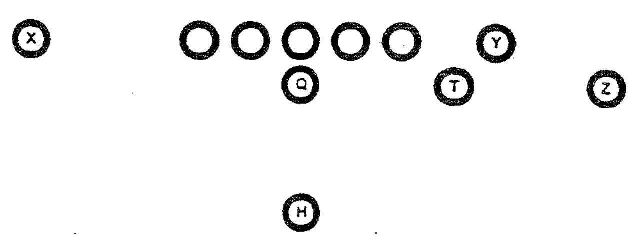
RED LEFT



QUEEN LEFT

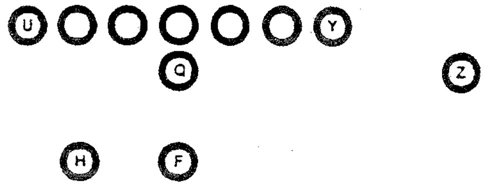


FLEX RIGHT

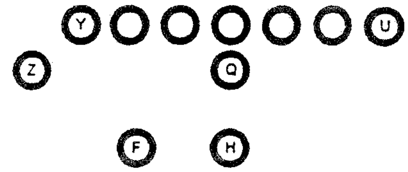


U PERSONNEL

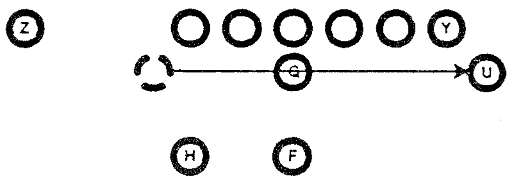
BROWN RIGHT (TIGHT)



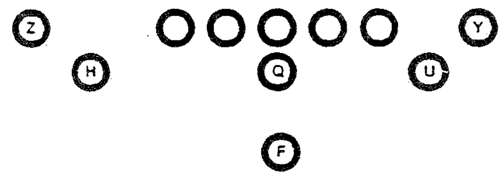
BLUE CHANGE LEFT (TIGHT) CLOSE



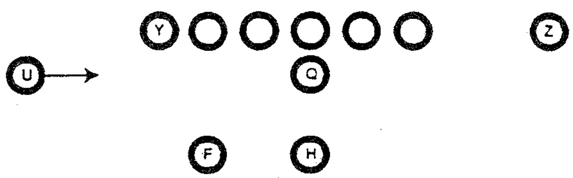
MOVE BROWN RIGHT PAIR (SLOT)



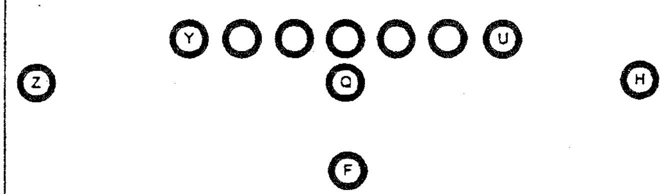
WIDE RIGHT FLEX (SLOT)



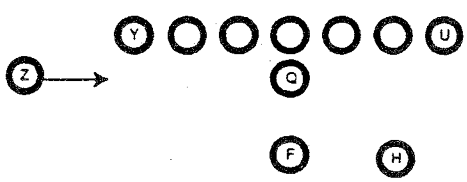
BLUE CHANGE LEFT PAIR U SHORT (SLOT)



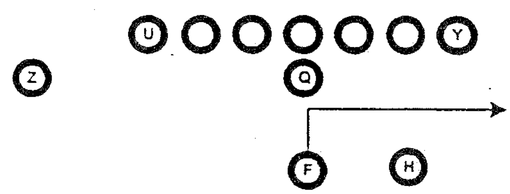
WIDE LEFT (TIGHT)



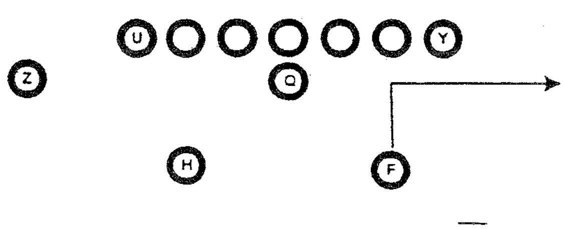
ZIP BROWN LEFT (TIGHT)



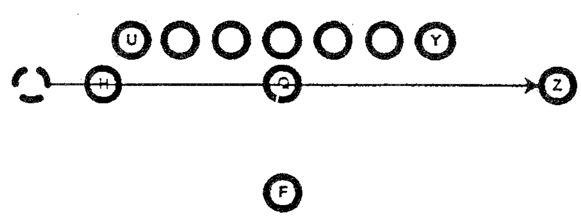
BLUE RIGHT FLOP (TIGHT) "B" RIGHT



RED RIGHT FLOP (TIGHT) "C" RIGHT

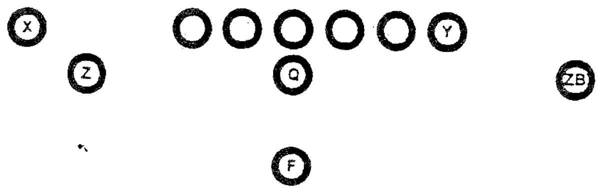


ZOOM WING RIGHT (TIGHT)

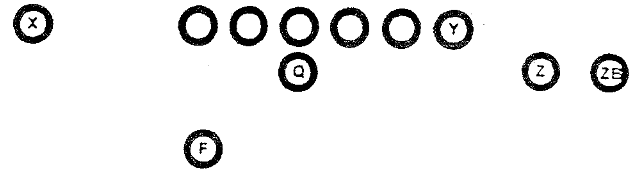


ZEBRA PERSONNEL

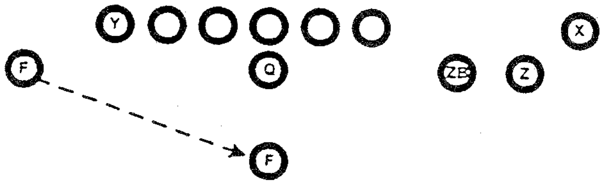
TRIP RIGHT SLOT



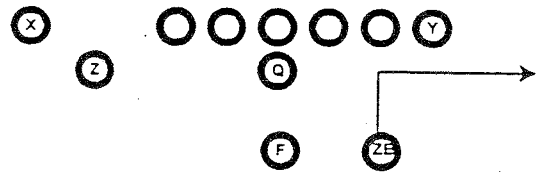
TREY RIGHT (FAR)



WIDE F TRIP LEFT SLOT FIP

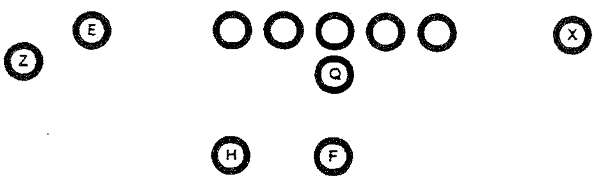


BLUE RIGHT SLOT "C" RIGHT

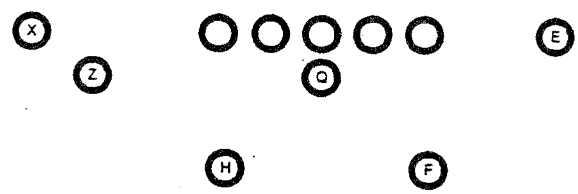


EAGLE PERSONNEL

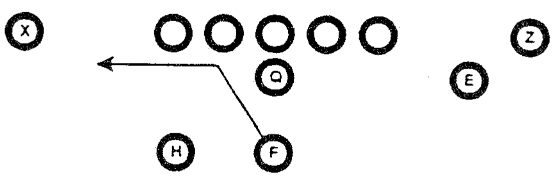
BLUE LEFT (OPEN)



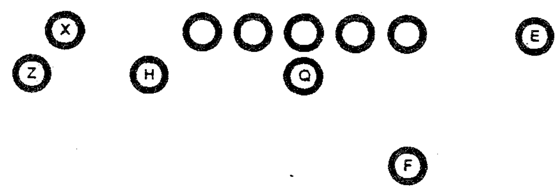
RED RIGHT SLOT (OPEN)



BROWN RIGHT (OPEN) "B" LEFT

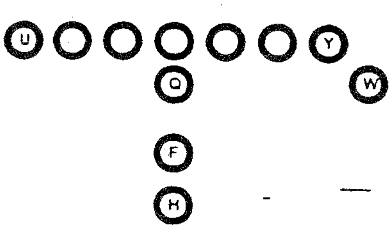


WING RIGHT (OPEN) FLOP (NEAR)

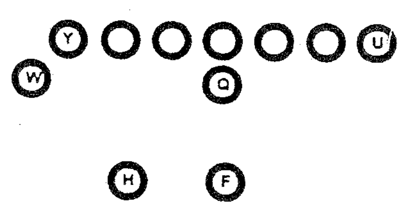


TANK PERSONNEL

GREEN RIGHT

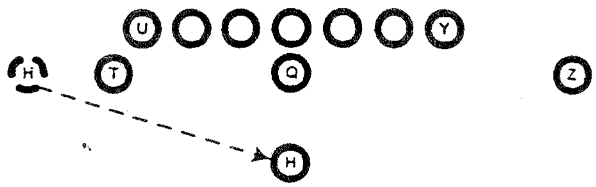


BLUE LEFT

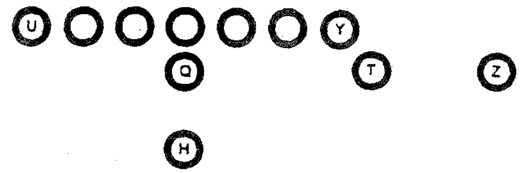


TRIO PERSONNEL

WIDER RIGHT HIP

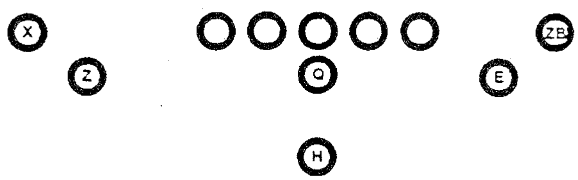


SOLO RIGHT UP

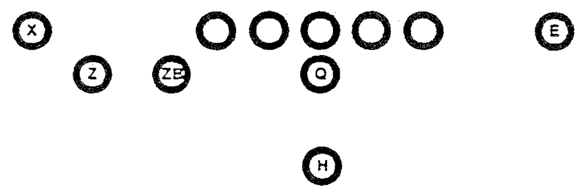


4 WIDES PERSONNEL

TRIP RIGHT (OPEN) SLOT

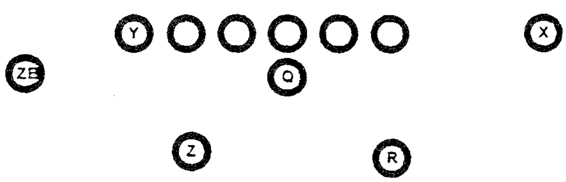


WING RIGHT (OPEN) SLOT

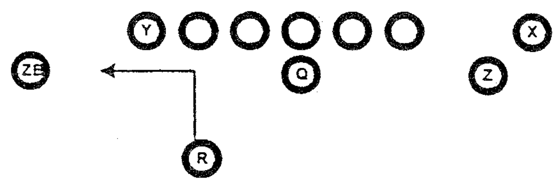


BIG 4 PERSONNEL

TRIP LT FULL STAY



TRIP LEFT SLOT "A" LEFT

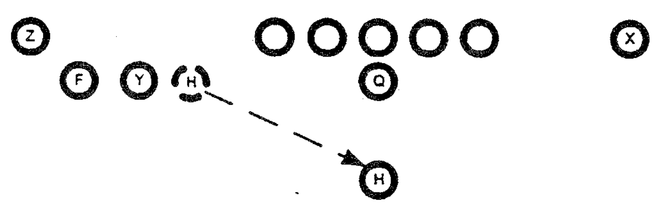


REGULAR PERSONNEL - QUAD FORMATIONS

QUAD RIGHT (SET F TRIP RIGHT OPEN)

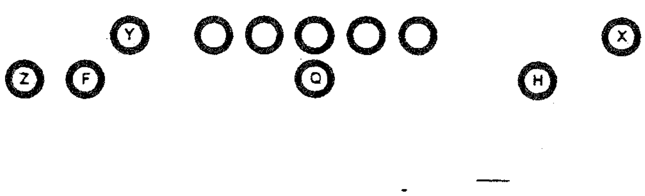


QUAD LEFT HIP (SET F TRIP LEFT)

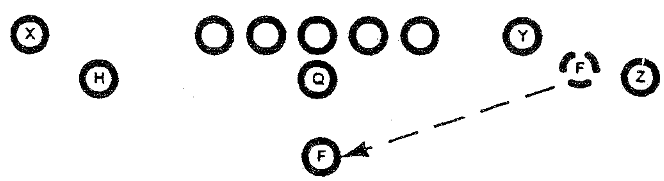


REGULAR PERSONNEL - EMPTY FORMATIONS

EMPTY LT (WIDE F TRIP LT OPEN)

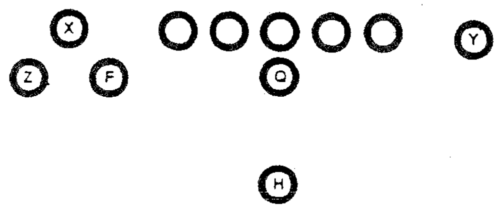


EMPTY RIGHT FIP (WIDE F TRIP RT OPEN)



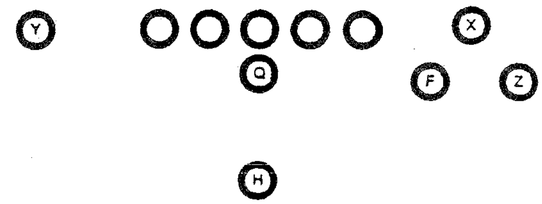
REGULAR PERSONNEL - CLUSTER FORMATION

CLUSTER RT



(F WING NASTY FLOP)

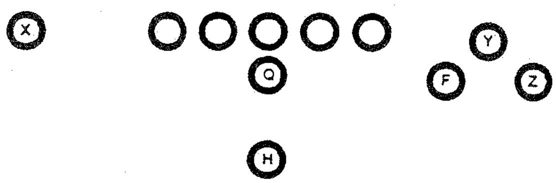
CLUSTER LT



(F WING NASTY FLOP)

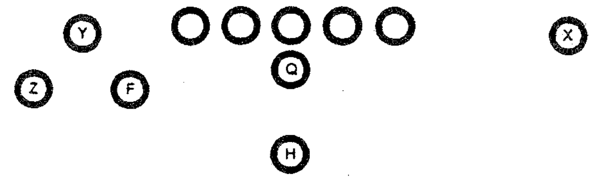
REGULAR PERSONNEL - BUNCH FORMATION

BUNCH RT



(UP FLEX RT CLOSE) (BOX)

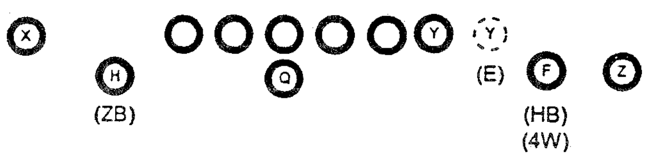
BUNCH LT



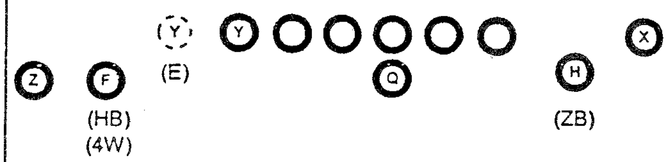
(UP FLEX LT CLOSE) (BOX)

REG // ZEB // 4W
EMPTY

EMPTY RT

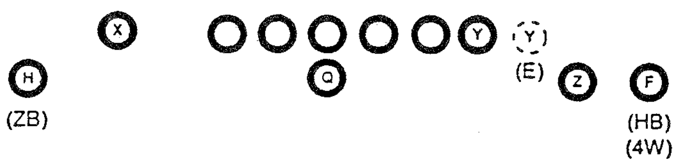


EMPTY LT

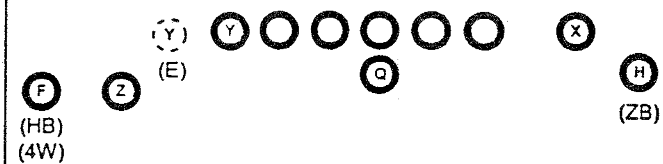


REG // ZEB // 4W
TROUBLE

TROUBLE RT

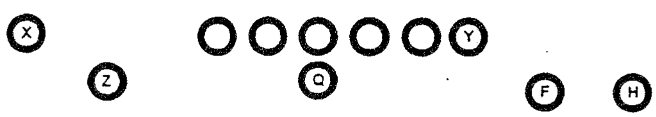


TROUBLE LT

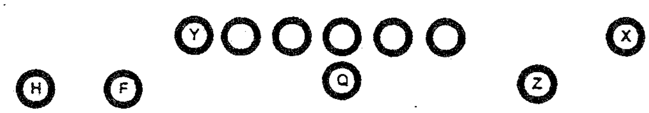


TREY
EMPTY SLOT

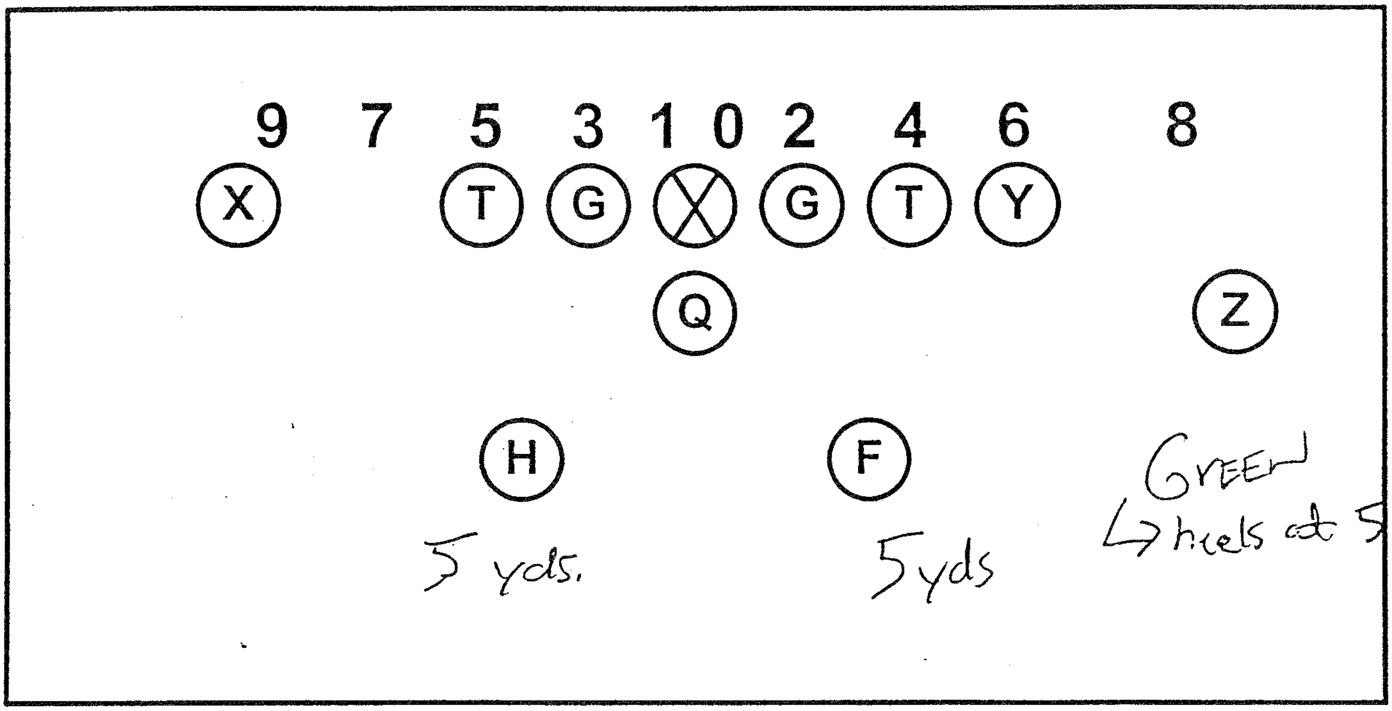
EMPTY RT SLOT



EMPTY LT SLOT



OFFENSIVE FORMATION NUMBERING SYSTEM

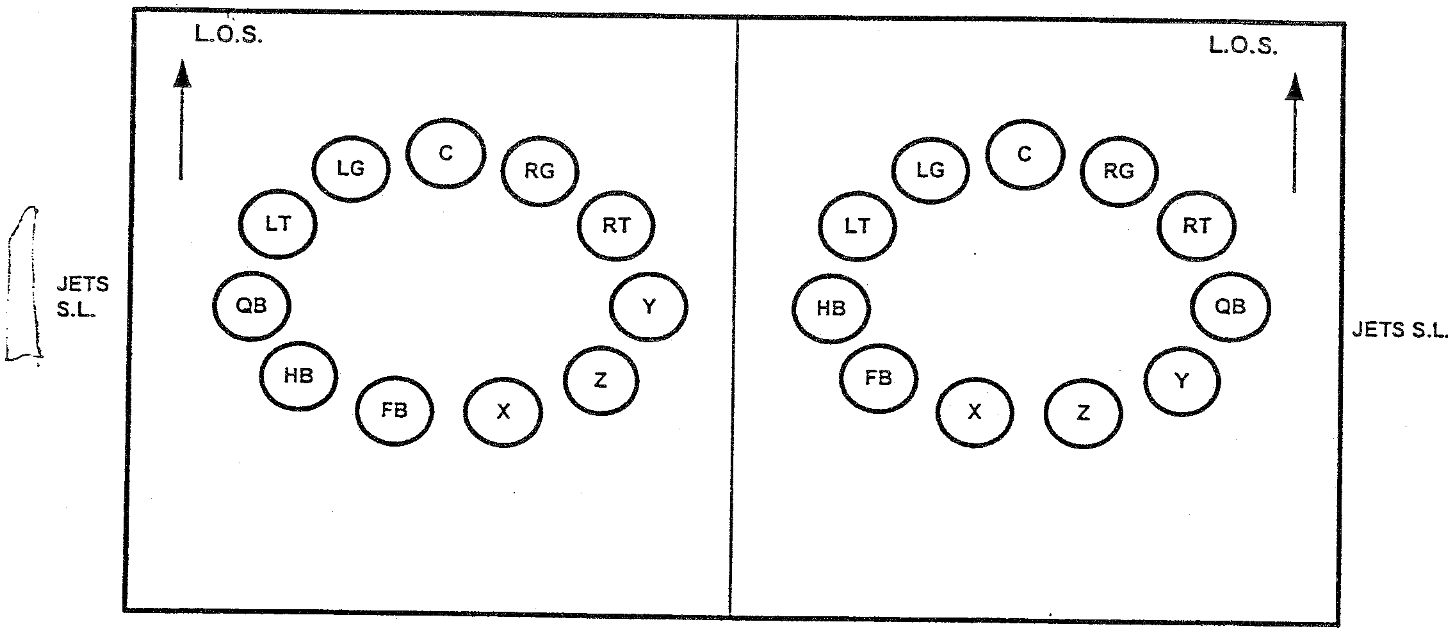


RUNNING BACKS' ALIGNMENT - BEHIND THE OFFENSIVE TACKLE.
HEELS ARE AT FIVE YARDS.

LINE SPLITS:
CENTER - GUARD SPLIT IS 2 FEET
GUARD - TACKLE IS 2 FEET.
TACKLE - TIGHT END SPLIT IS 3 FEET.

FLANKER AND X NORMAL ALIGNMENT - 10 TO 12 YARDS.

THE HUDDLE PROCEDURE



FORMING THE HUDDLE :

1. THE CENTER WILL BE THE FIRST MAN TO SET UP THE HUDDLE **EIGHT** YARDS FROM THE BALL. DON'T LEAN ON EACH OTHER. THE QB ALIGNS AT THE END OF THE HUDDLE NEAREST OUR SIDELINE. REMAINDER OF THE HUDDLE WILL ADJUST TO THE QB'S ALIGNMENT.

2. THE HUDDLE IS CIRCULAR. KEEP IT THAT WAY SO **ALL** CAN HEAR. QB AND CENTER ARE RESPONSIBLE FOR THE SHAPE. WE ONLY HAVE 40/25 SECONDS TO GET A PLAY STARTED. WE MUST BE EFFICIENT TO SAVE TIME.

3. LINE UP IN A RELAXED FASHION, WITH YOUR HANDS ON KNEES IN POSITION TO SEE AND HEAR THE QB. KEEP A CONSISTENT HUDDLE. THE SHAPE AND APPEARANCE MUST BE THE SAME EVERY TIME.

4. THE QB REMAINS **OUTSIDE** THE HUDDLE UNTIL HE RECEIVES THE PLAY.

5. WHEN BRINGING INFORMATION FROM THE SIDELINE, GIVE IT TO THE QB OUTSIDE OF THE HUDDLE. **NEVER LEAVE THE SIDELINE WITH THE PLAY INFORMATION UNLESS YOU FULLY UNDERSTAND IT.**

6. **QUARTERBACK HAS COMPLETE CONTROL ONCE HE ENTERS THE HUDDLE.**

7. ONCE THE **QB** STEPS INTO THE HUDDLE, HE IS THE ONLY PLAYER TO TALK: ALL OTHER COMMUNICATIONS BETWEEN PLAYERS MUST BE MADE BEFORE THE **QB** ENTERS THE HUDDLE. **EVERYONE LOOKS AT THE QB.**

8. YOU WILL RECEIVE THE FOLLOWING INFORMATION IN THE HUDDLE:

I. FORMATION
* POSSIBLE WR/TE MOTION AND SHIFTS
A) BACKFIELD SET
B) STRENGTH
C) POSSIBLE FORMATION ADJUSTMENTS
D) POSSIBLE BACKFIELD MOTIONS

II. PLAY
A) RUN PLAY
I) SERIES
II) HOLE
III) BLOCKING PATTERN

B) PASS PLAY
I) PROTECTION
II) PASS PATTERN

9. WHEN YOU DO NOT HEAR WHAT IS SAID, CALL <u>CHECK</u>, AND THE QB WILL REPEAT THE INFORMATION.

10. "READY" - "BREAK" IS THE SIGNAL TO LEAVE THE HUDDLE - CLAP HANDS - LINEMAN TURN TO OUTSIDE AND GO TO L.O.S. QUICKLY.

11. THE FORMING OF THE HUDDLE REFLECTS THE ATTITUDE OF EACH MAN AND OUR ENTIRE OFFENSE - <u>KEEP THE HUDDLE SHARP</u>.

12. <u>QUARTERBACK</u> - DO NOT CALL "READY BREAK" UNTIL THE RECEIVERS HAVE LEFT THE HUDDLE. <FOLLOWING THE FIRST SNAP COUNT>.
NOTE: QB WILL REPEAT THE SNAP COUNT TWICE.

<u>IN THE HUDDLE:</u> QB DOES ALL THE TALKING!!

QB WILL GIVE THE FOLLOWING INFORMATION:

1. PERIMETER MOTIONS OR SHIFTS - (ZOOM, TEAR, EXIT, ETC.).

2. FORMATION BACKFIELD ALIGNMENT - (I.E. RED, BROWN, SOLO, GREEN, BLUE, WING, SET, ETC.).

3. STRENGTH - RIGHT OR LEFT (TIGHT END DIRECTION).

4. FORMATION ADJUSTMENTS - (I.E TIGHT, CLOSE, OFF, SLOT, ETC.).

5. BACKFIELD MOTIONS OR SHIFTS - (I.E. "A" RIGHT "C" LEFT, ETC.).

6. PLAY NUMBER - (I.E. 18, 34, 22, 76, 97, ETC.).

7. PLAY TERMS - (I.E. POWER, X HOOK, FLK DRIVE, HB READ, ETC.).

8. SNAP COUNT <REPEATED TWICE> - (I.E. ON TWO, ON THE FIRST HUT, ON THE COLOR, ON 1ST SOUND, ETC.).

9. READY BREAK.

HERE'S HOW IT SOUNDS:

1. *RED RIGHT, 24 DOUBLE SQUARE OUT, ON THE COLOR (PAUSE) - ON THE COLOR, READY BREAK.*

2. *ZOOM, BROWN LEFT SLOT, 34 BOB, ON ONE (PAUSE) - ON ONE (PAUSE), READY BREAK.*

3. *WING RIGHT, 74 X CURL, ON 1ST SOUND (PAUSE) - ON 1ST SOUND, READY BREAK.*

AT THE LINE OF SCRIMMAGE:

1. THE **QUARTERBACK** WILL PLACE HIS HANDS UNDER THE CENTER AND SCAN THE DEFENSE. WHEN THE COUNT IS **ON SET**, WE LINE UP IN THE FORMATION CALLED. WHEN THE OFFENSE IS IN POSITION, THE **QUARTERBACK** WILL CALL "SET".

2. IF THE PLAY IS NOT ON "SET" THE TEAM MAY THEN SHIFT. WE MAY SHIFT TO AND FROM ALL FORMATIONS. ANY BACK AND END MAY MOVE INTO A NEW POSITION.

3. THE PRE-SHIFT POSITION FOR THE LINE IS A THREE (3)-POINT STANCE. GET OUT, UP AND READY TO GO. (EXCEPTION MAY BE FOR THE OFFENSIVE TACKLES BASED ON THE PLAY). THE PRE-SHIFT POSITION FOR Y AND BACKS SHOULD BE DOWN THREE (3)-POINT STANCE (TAILBACK IN THE I, HANDS ON KNEE PADS, TWO (2)-POINT STANCE). Z AND X ARE BASED ON ALIGNMENT, UP (2-PT) OR DOWN (3-PT).

4. SHOULD WE BE SHIFTING, THE QUARTERBACK WILL HESITATE LONG ENOUGH TO GIVE THE PLAYERS TIME TO SET ONE FULL COUNT. THEN HE WILL CONTINUE THE CADENCE. IF THE LIVE COLOR IS USED, THE BACK MAY HAVE TO SHIFT TO THE CORRECT FORMATION FOR THE PLAY CALLED, AND ANYTIME THE LIVE COLOR IS USED THE PLAY IS AUTOMATICALLY ON TWO (2).

5. AFTER THE WORD "SET", WE MAY OR MAY NOT USE THE COLOR AUDIBLE SYSTEM BEFORE WE START A SERIES OF HUTS. IF THE QB WISHES TO INSERT AN AUDIBLE OR DUMMY AUDIBLE INTO THE CADENCE, HE WILL REFER TO THE SNAP COUNT BY NUMBER AS "ON ONE". "ON TWO", OR "ON THREE". BY REFERRING TO THE HUTS BY NUMBER HE IS TELLING THE TEAM TO BE ALERT FOR THE USE OF OUR COLOR AUDIBLE SYSTEM WHICH WILL BE INSERTED AFTER THE WORD "SET" PRIOR TO THE SERIES OF "HUTS". EXAMPLE OF A CADENCE FOR A PLAY CALLED ON TWO:

   SET→BLUE 85 → BLUE 85 → HUT→HUT

6. IF THE QB WISHES TO ELIMINATE THE USE OF OUR COLOR AUDIBLE SYSTEM HE WILL REFER TO THE HUT THE BALL IS TO BE SNAPPED ON AS THE "FIRST HUT", "SECOND HUT", OR "THIRD HUT". THIS SHORTENS THE CADENCE TO SIMPLIFY OR SAVE TIME. EXAMPLE OF A CADENCE FOR A PLAY CALLED ON THE SECOND HUT:

   SET→HUT→HUT

7. IT IS POSSIBLE FOR US TO HAVE THE BALL SNAPPED DURING A DUMMY AUDIBLE. TO GET THIS DONE THE QB CALLS A PLAY ON THE COLOR OR ON THE SECOND COLOR. EXAMPLE OF SECOND COLOR:

   SET→BLUE 85 → BLUE

   THIS CADENCE IS USED AS A CHANGE OF PACE AND TO CATCH THE DEFENSE OFF BALANCE. ON THE COLOR IS A QUICK COUNT.

   SET→BLUE

8. OUR CADENCE IS A NON-RHYTHMICAL ONE, SO YOU MUST LISTEN AND REACT.

NOTE: WITH LESS THAN 12 SECONDS ON THE CLOCK, THE QB MUST ALERT THE TEAM WITH THE TERM OMAHA. THIS TELLS THEM TO IMMEDIATELY LINE UP IN FINAL FORMATION (ELIMINATING ANY SHIFTING OR MOTIONS) AND THE SNAP COUNT WILL BE ON THE FIRST HUT. EX. SET.....HUT.

9. WE HAVE THE ABILITY TO SNAP THE BALL AT 9 DIFFERENT TIMES, THE SNAP COUNT IS AN OFFENSIVE ADVANTAGE AND WE WILL USE IT ACCORDINGLY.

A. ON SET (FIRST SOUND)

"SET....."

B. ON THE COLOR

"SET.....**BLUE**"

C. ON THE SECOND COLOR

"SET.....GREEN 15.....**GREEN**"

D. ON ONE

"SET.....RED 14...RED 14.....**HUT**"

E. ON THE FIRST HUT

"SET.....**HUT**"

F. ON TWO

"SET.....RED 14.....RED 14.....HUT.....**HUT**"

G. ON THE SECOND HUT

"SET.....HUT.....**HUT**"

H. ON THREE <STAGGERED COUNT> (HARD COUNT)

"SET.....RED 14.....RED 14.....HUT.....HUT.....**HUT**"

I. ON THE THIRD HUT

"SET.....HUT.....HUT.....HUT"

NOTE: ANY AND ALL MOTION SHALL BE INITIATED BY THE QUARTERBACK BY LIFTING HIS HEAL OR NODDING HIS HEAD TOWARD THE MAN TO GO IN MOTION. THE USE OF MOTION IS PART OF ALL SNAP COUNTS IN OUR CADENCE SYSTEM. THE MOST COMMON START OF MOVEMENT COMES AFTER "SET" (THE FIRST SOUND). HOWEVER, MOTION MAY BE USED WITH "SET" (FIRST SOUND) CADENCE.

10. EXPECTED SNAP COUNT%

I. QUICK COUNTS 20%
- 1ST SOUND (SET)
- COLOR
- FIRST HUT

II. EARLY COUNTS 50%
- SECOND COLOR
- ONE
- SECOND HUT
- TWO

III. LATE COUNTS 30%
- THREE
- THIRD HUT

AUDIBLE SYSTEM AT THE LINE OF SCRIMMAGE

1. EACH WEEK A LIVE COLOR IS DESIGNATED.

2. WHEN THE LIVE COLOR IS CALLED DURING THE CADENCE, THE PLAY FOLLOWING IS THE PLAY TO BE RUN. THIS WILL BE REPEATED TWICE.

3. THE SNAP COUNT IS **ALWAYS ON TWO**.

4. HERE'S HOW IT WORKS:

A. LIVE AUDIBLE: FOR THIS EXAMPLE - BLACK IS THE LIVE COLOR. THE **QB** CALLS THE PLAY 14 SLASH, ON ONE - IN THE HUDDLE. AT THE L.O.S. THE CADENCE IS:

"SET...BLACK 15...BLACK 15...HUT...HUT"

B. DUMMY AUDIBLE: **QB** CALLS THE PLAY 14 SLASH ON ONE IN THE HUDDLE. AT THE L.O.S. THE CADENCE IS:

"SET...BLUE 15...BLUE 15...HUT"

THE PLAY REMAINS 14 SLASH, BLACK STILL BEING THE LIVE COLOR.

NOTE: ALL OFFENSIVE PERSONNEL WILL KNOW BEFORE THE GAME WHAT PLAYS WILL BE USED AS AUDIBLES AND THE LIVE COLOR.

C. THE **QB** ALSO HAS THE ABILITY TO, AT ANYTIME, BREAK THE CADENCE WHEN A PRE-SNAP READ SHOWS A BLITZ ON A PASS PLAY OR A DOG SHOWS TO THE SIDE OF A RUN WHICH WAS CALLED IN THE HUDDLE. HE WILL USE THE COLOR "BLACK" (AUDIBLE COLOR) AS AN ALERT.

EXAMPLE:

14 SLASH ON ONE HAS BEEN CALLED IN THE HUDDLE AND THE QB BEGINS THE CADENCE WITH "SET...BLUE 15" AND THEN NOTICES A BLITZ COMING BY THE STRONG SAFETY. HE THEN HAS THE ABILITY TO SAY "**BLACK** 15...**BLACK** 15...HUT...HUT". THE PLAY HAS BEEN CHANGED FROM 14 TO 15, **BLACK** BEING THE INDICATOR TO CHANGE THE PLAY. THE BALL IS SNAPPED ON **TWO**.

D. IF THE SNAP COUNT IS ON A QUICK COUNT AND DOES NOT ALLOW FOR A LIVE COLOR CALL, THEN THE QUARTERBACK WILL BEGIN THE CADENCE WITH "**EASY, EASY, EASY, EASY**"-REPEATING IT SEVERAL TIMES STARTING ***SOFTLY WITHOUT*** PLACING HANDS UNDER CENTER. "**BLACK**" WILL BE FOLLOWED WITH SET, LIVE COLOR (BLACK), AUDIBLE, LIVE COLOR (BLACK), AUDIBLE AND THEN THE BALL IS SNAPPED ON TWO.

CHECK - WITH - ME SYSTEM

1. BASIC

THERE WILL BE MANY TIMES WHEN WE WILL CALL TWO (2) PLAYS IN THE HUDDLE AND LET THE QB PICK THE BETTER OF THE TWO PLAYS AT THE L.O.S. WHEN WE DO THIS, WE REFER TO THIS SYSTEM AS "CHECK WITH ME". AFTER THE WORD "SET" IN OUR CADENCE, THE QB CALLS ANY COLOR, THEN THE NUMBER OF THE PLAY AND GOES INTO THE SERIES OF "HUTS". ALL CHECK-WITH-ME PLAYS WILL BE CALLED ON TWO (2) IN THE HUDDLE SO THERE WILL BE NO CONFUSION BETWEEN AUDIBLES AND CHECK-WITH-ME SITUATIONS.

EXAMPLE:

HUDDLE CALL: SOLO RT 14 SLASH//15 "O" CHECK-WITH-ME - ON TWO - ON TWO

AT THE L.O.S.: SET...BLUE 14...BLUE 14... HUT...HUT

NOTE: IF THE QB WANTS TO CHANGE THE PLAY FROM THE CHECK-WITH-ME PLAYS CALLED IN THE HUDDLE, HE WILL USE A LIVE COLOR (BLACK) AND THE AUDIBLE MECHANICS WILL APPLY.

2. <u>COLOR CHECK-WITH ME</u>

AS AN ALTERNATIVE TO OUR BASIC CHECK-WITH-ME SYSTEM, WE HAVE A SYSTEM CALLED "COLOR CHECK-WITH-ME". IN THIS SYSTEM WE WILL CALL TWO PLAYS IN THE HUDDLE, ONE WILL BE A RUN AND ONE WILL BE A PASS. THE QB WILL INDICATE AT THE L.O.S., WHICH ONE WE WILL RUN BUY USING THE COLOR GREEN FOR THE RUN AND BLUE FOR THE PASS.

EXAMPLE:

HUDDLE CALL: RED RT 22 Z HOOK / 35 CTR AWAY
CHECK-WITH-ME - ON TWO
AT THE L.O.S.: SET..... BLUE 22.....BLUE 22.....HUT.....HUT

IN THE EXAMPLE ABOVE, RED RT 22 Z HOOK WILL BE RUN BECAUSE BLUE WAS USED AT L.O.S.. (NOTE: YOU CAN USE ANY NUMBER, THE COLOR WILL TELL YOU WHAT THE PLAY IS.)

2 MINUTE OFFENSE // NO HUDDLE OFFENSE

* TO LINE UP THE OFFENSE IMMEDIATELY ON THE LINE OF SCRIMMAGE TO RUN ANOTHER PLAY THE QB WILL...

1. ALERT THE OFFENSE "THE FORMATION" AS THEY GET BACK TO THE LINE OF SCRIMMAGE. RT, RT, RT, OR LT, LT, LT, WILL SET THE TE AND PERIMETER PEOPLE.
2. ALERT THE OFFENSE "THE PLAY" AS THEY BEGIN TO SET IN THE FORMATION CALLED.
3. THEN THE SNAP COUNT IS ON THE FIRST HUT.

CLOCK CLOCK (STOP THE CLOCK)

1. ALIGN AS QUICKLY AS POSSIBLE TO THE NEAREST SIDE.
2. BALL WILL BE SPIKED AT THE FEET OF THE OFFENSIVE LINEMEN.
3. SNAP COUNT IS ON THE FIRST HUT.
4. WIDE RECEIVERS ALERT FOR A "WATCH SIGNAL". PASS PROTECTION BLOCKING WILL BE BASE (4 AND 5 PROTECTION).

NOTE: 10 SECOND RUN-OFF RULE!

DEFENSIVE FRONTS DEFENITIONS

1. **FIRST DIGIT - WILL DEFINE THE 'TYPE' (LOOK) OF DEFENSIVE FRONT.**

    A. 40's - 43 DEFENSIVE FRONTS
    B. 30's - 34 DEFENSIVE FRONTS (PERSONNEL)
    C. 20's - UNDER FRONTS
    D. 50's - OVER FRONTS

2. **SECOND DIGIT - WILL DEFINE THE LOCATION OF TACKLE BUBBLE (S) OR THE ORIGIN OF THE TYPE (LOOK) SCHEME.**

    A. "7" - TACKLE BUBBLE STRONG
    B. "5" - TACKLE BUBBLE WEAK
    C. "9" - DOUBLE TACKLE BUBBLE
    D. "3" - ORIGIN OF ALL FRONTS

3. **THREE DIGITS - WILL BE USED WHEN 34 PERSONNEL THAT IS PLAYING A 43 DEFENSIVE FRONT (LOOK) SCHEME.**

    A. 1ST NUMBER WILL BE A "3" TO REPRESENT THE 34 PERSONNEL.
    B. 2ND & 3RD DIGITS ARE IN ACORDANCE WITH THE EXISTING TWO DIGIT SYSTEM. (40 SERIES).

4. **WORD IDENTIFICATION WILL BE USED FOR VARIATIONS OF BASE FRONTS: LOOSE, BOSS, BOW, BEAR, CUB, SINK, STRONG, WEAK, WIN, COLT, FIST,CATSIN, BRONCO, BRONCI, H, A, HIP, AREA, WALK, FORCE.**

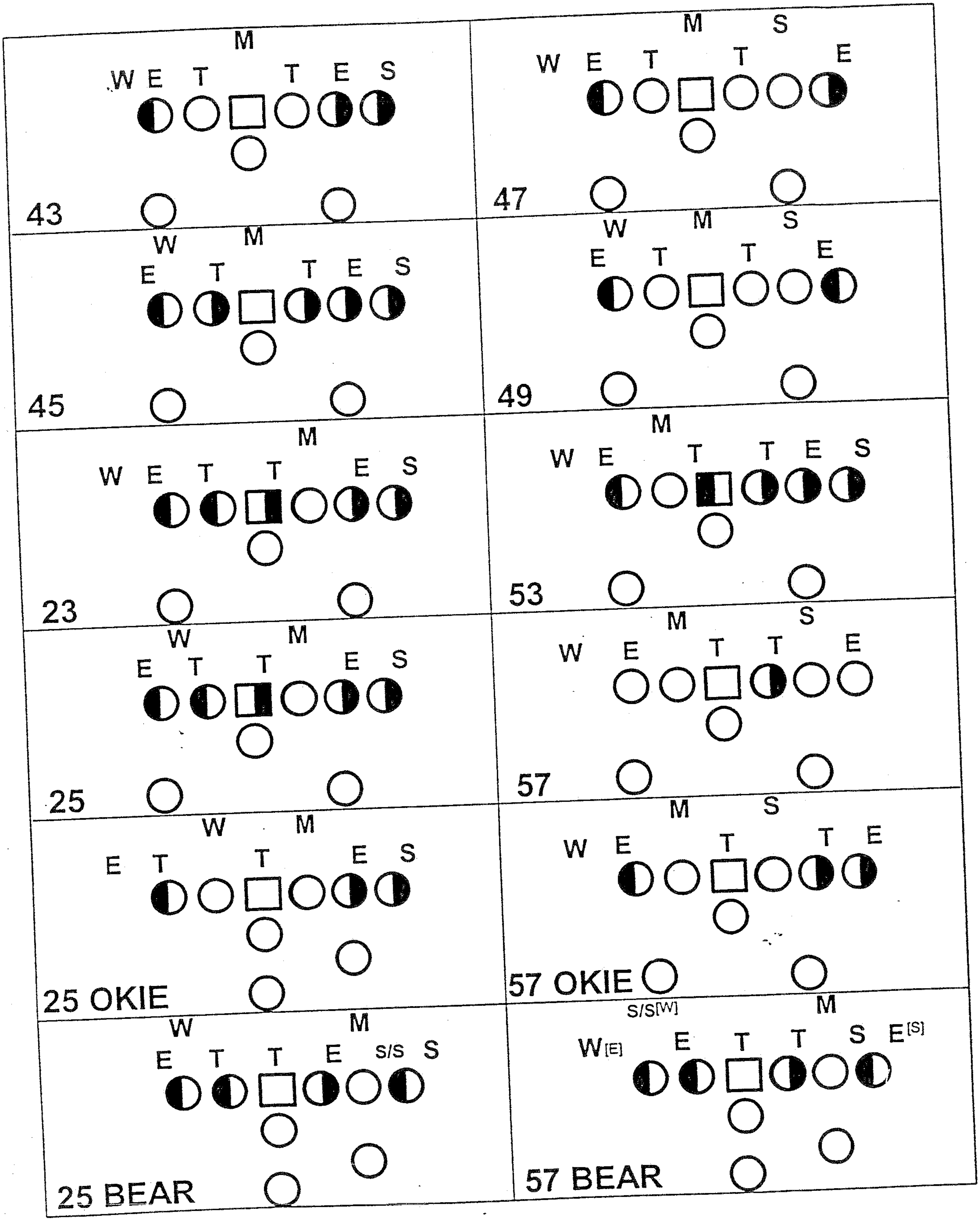
5. **SUB DEFENSES - WILL NOW USE A LETTER AND A TWO DIGIT SYSTEM TO IDENTIFY.**

    A. LETTER WILL SIGNIFY NUMBER OF DBL's ON THE FIELD.
    B. 1ST DIGIT - # OF DL IN FRONT.
    C. 2ND DIGIT - # OF LB's (TYPES) IN FRONT.
    D. POSSIBLE WORDS TO IDENTIFY FRONT LOOK AND ANY ADJUSTMENT OR VARIATION FROM THE BASE (ORIGIN) SUB DEFENSE FRONT (42) WILL BE IDENTIFIED WITH WORD RECOGNITION. EXAMPLES: OVER OR UNDER.

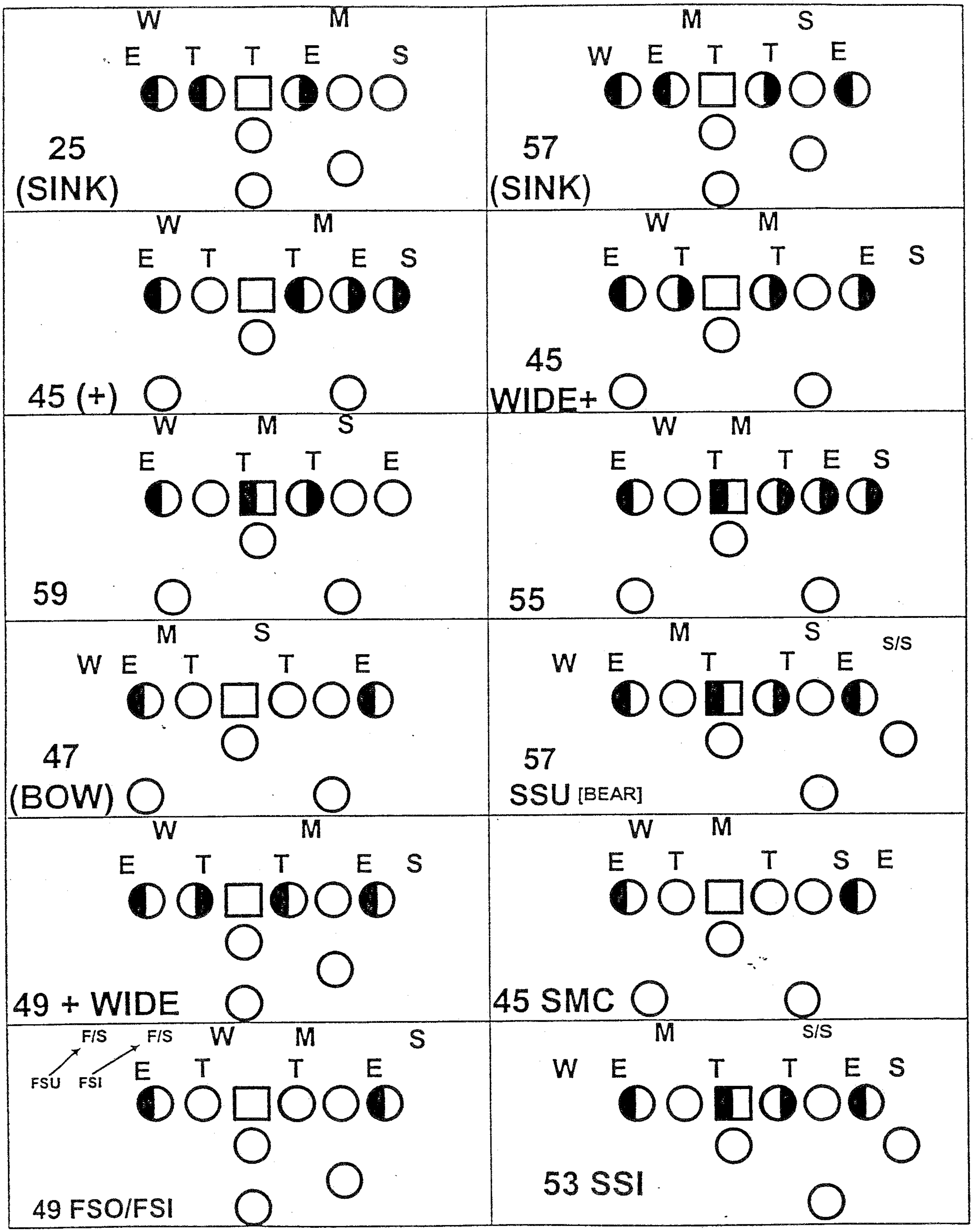
NOTE: **WILL USE THE DEFENSIVE PERSONNEL CODE SYSTEM INTACT TO IDENTIFY THE MULTIPLE SUB DEFENSIVE TEAMS.**

EXAMPLES: (N=NICKLE) (N33=5 DB's, 3 LB's, 3 DL) (D=DIME) (D32=6 DB's, 2 LB's, 3 DL) (Q=QUARTER (Q31=7 DB"s, 1LB, 3DL).

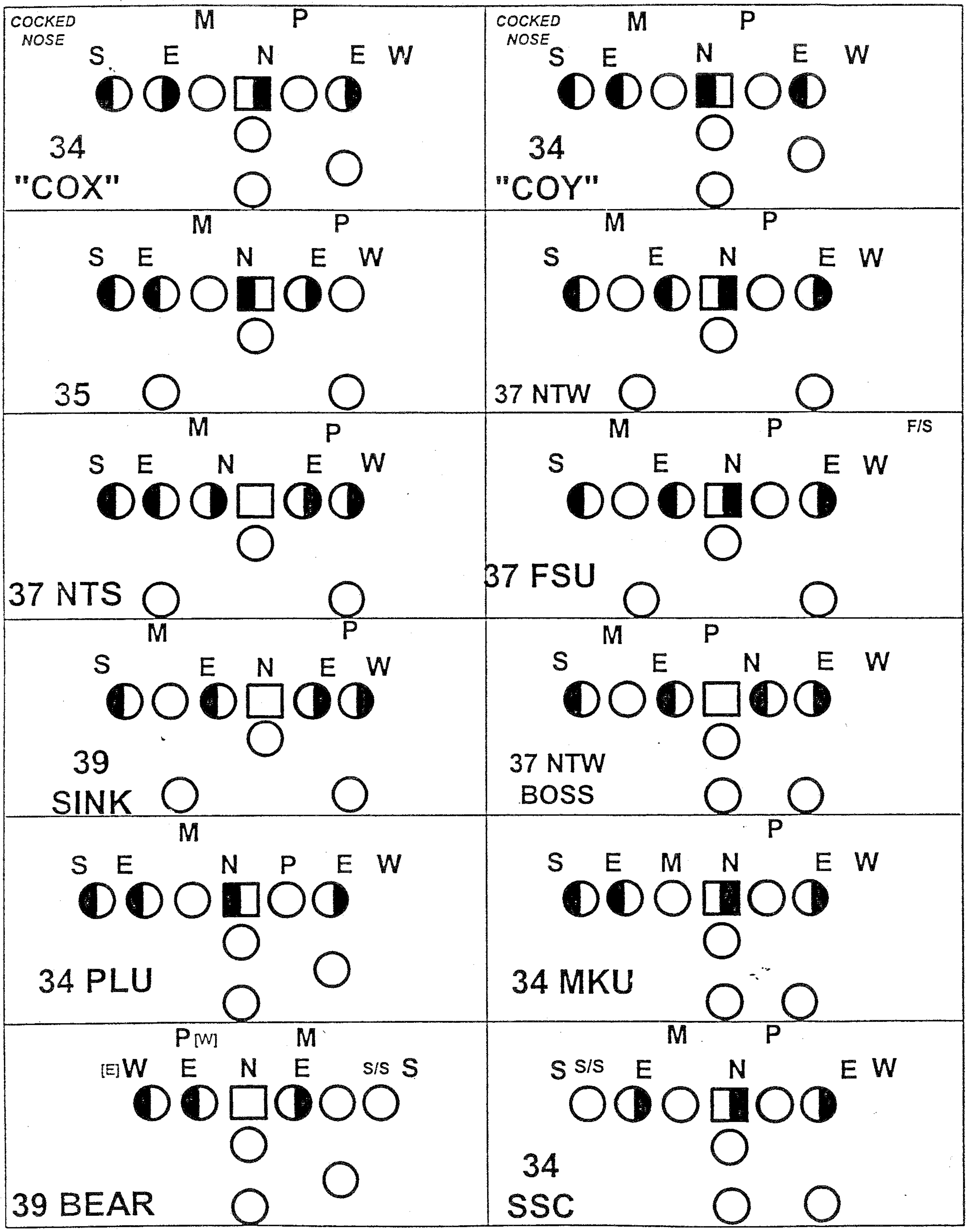
4 - 3 FRONTS


M
W E T T E S
43
M S
W E T T E
47
W M
E T T E S
45
W M S
E T T E
49
M
W E T T E S
23
M
W E T T E S
53
W M
E T T E S
25
M S
W E T T E
57
W M
E T T E S
25 OKIE
M S
W E T T E
57 OKIE
W M
E T T E S/S S
25 BEAR
S/S[W] M
W[E] E T T S E[S]
57 BEAR

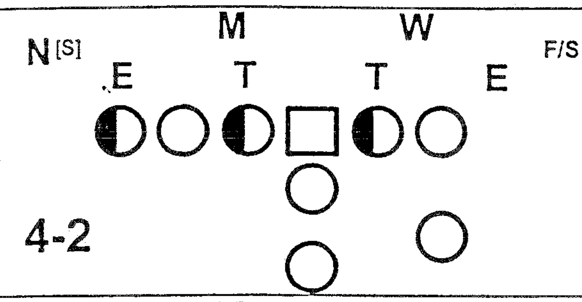
4 - 3 FRONTS


W M
E T T E S
25
(SINK)
M S
W E T T E
57
(SINK)
W M
E T T E S
45 (+)
W M
E T T E S
45
WIDE+
W M S
E T T E
59
W M
E T T E S
55
M S
W E T T E
47
(BOW)
M S S/S
W E T T E
57
SSU [BEAR]
W M
E T T E S
49 + WIDE
W M
E T T S E
45 SMC
F/S F/S W M S
FSU FSI
E T T E
49 FSO/FSI
M S/S
W E T T E S
53 SSI

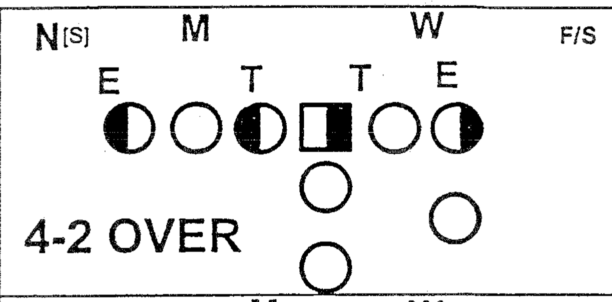
3 - 4 FRONTS


COCKED NOSE
M P
S E N E W
34 "COX"
COCKED NOSE
M P
S E N E W
34 "COY"
M P
S E N E W
35
M P
S E N E W
37 NTW
M P
S E N E W
37 NTS
M P F/S
S E N E W
37 FSU
M P
S E N E W
39 SINK
M P
S E N E W
37 NTW BOSS
M
S E N P E W
34 PLU
P
S E M N E W
34 MKU
P [W] M
[E] W E N E S/S S
39 BEAR
M P
S S/S E N E W
34 SSC

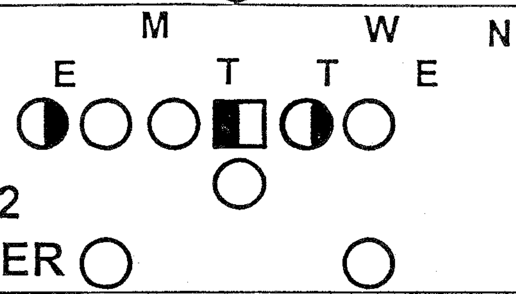
NICKLE FRONTS



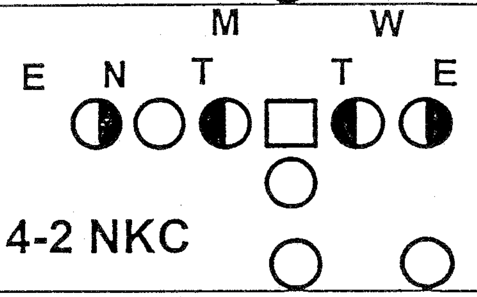
4-2



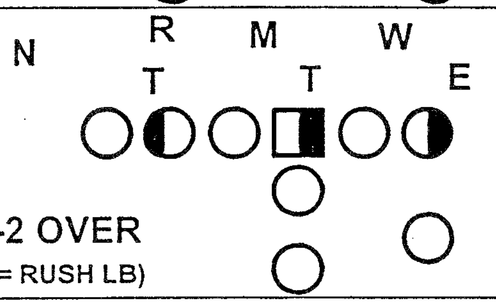
4-2 OVER



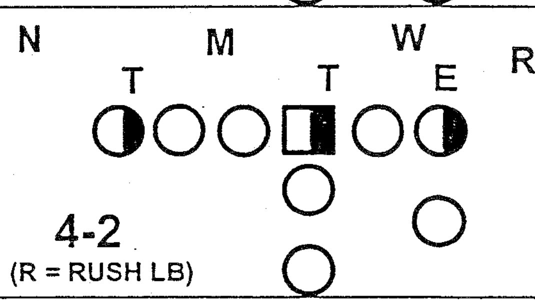
4-2 UNDER



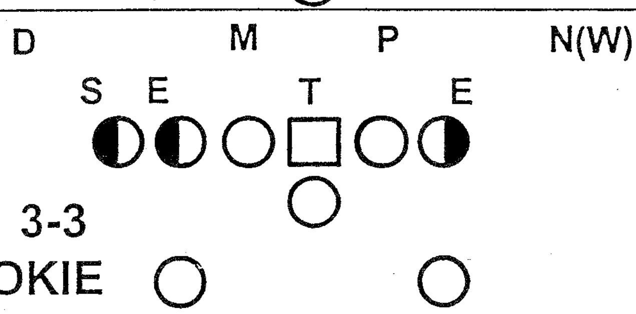
4-2 NKC



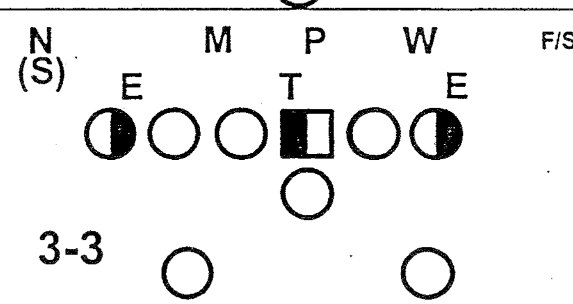
4-2 OVER
(R = RUSH LB)



4-2
(R = RUSH LB)

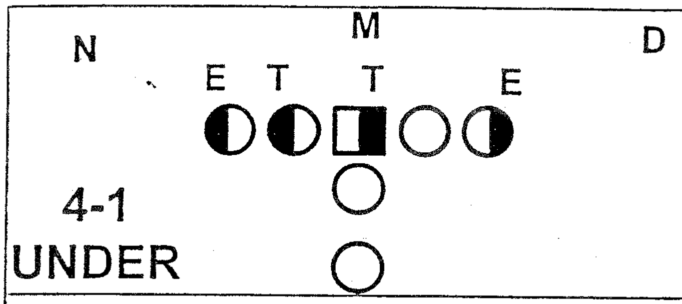


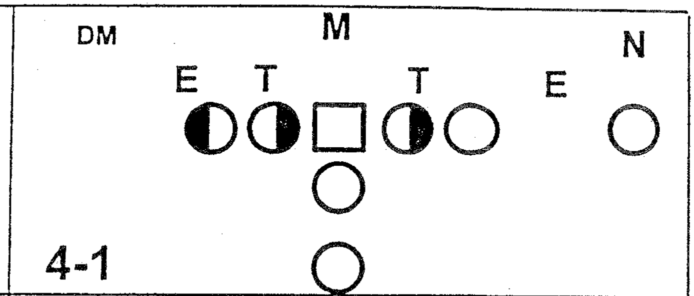
3-3 OKIE

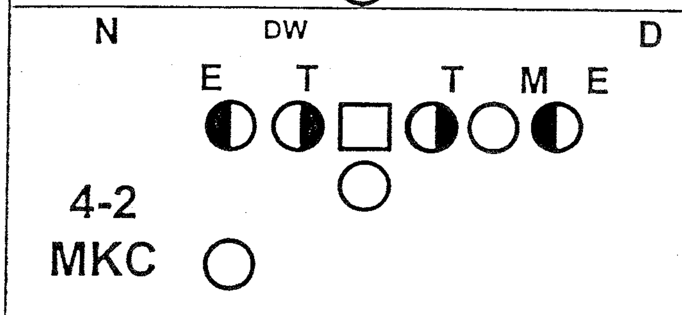


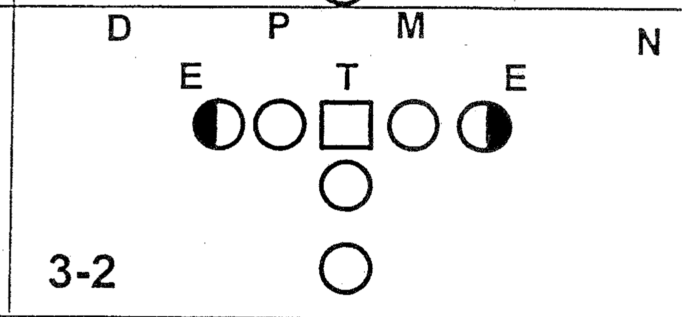
3-3

DIME FRONTS

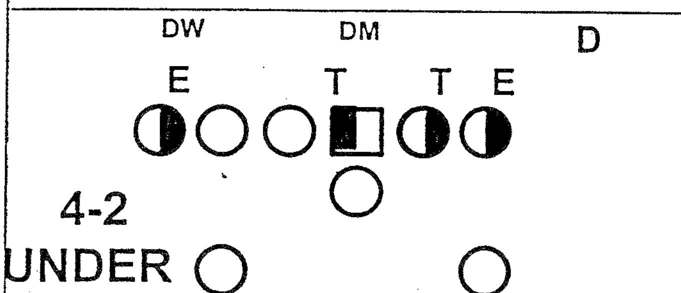


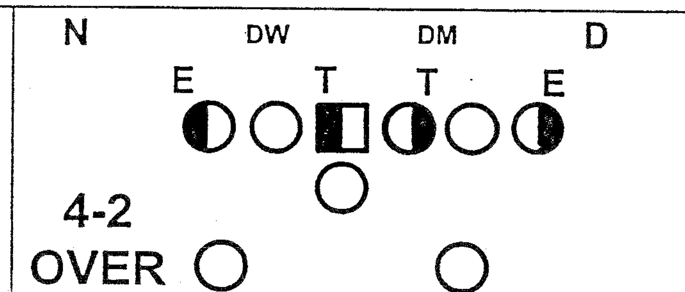






QUARTER FRONTS





DEFENSIVE PERSONEL ABREVIATIONS

4-3 FRONTS
E = END
T = TACKLE
S = SAM
M = MIKE
W = WILL

3-4 FRONTS
E = END
N = NOSE
S = SAM
M = MIKE
P = PLUGGER
W = WILL

SUB FRONTS
E = END
T = TACKLE
M = MIKE
W = WILL
N = NICKLE (SAM)
D = DIME (WILL)
Q = QUARTER (MK/DT)

DEFENSIVE FRONT TERMS-ADJUSTMENTS

OKIE = WHEN 43 PERSONNEL PLAY A 34 PERSONNEL ORIGIN ALIGNMENT.
SINK = WHEN BOTH GUARDS AND THE CENTER ARE COVERED BY DOWN LINEMEN IN A 7 MAN FRONT.
BEAR = SAME AS SINK BUT WITH THE S/S IN A CHOKE POSITION OVER THE TE MAKING IT AN 8 MAN FRONT.
WIDE = WHEN THE END AND SAM SLIDE OUT ONE EXTRA MAN WIDER.
EXCHANGE (EX)= WHEN THE END AND SAM FLIP ALIGNMENTS ON THE TE.

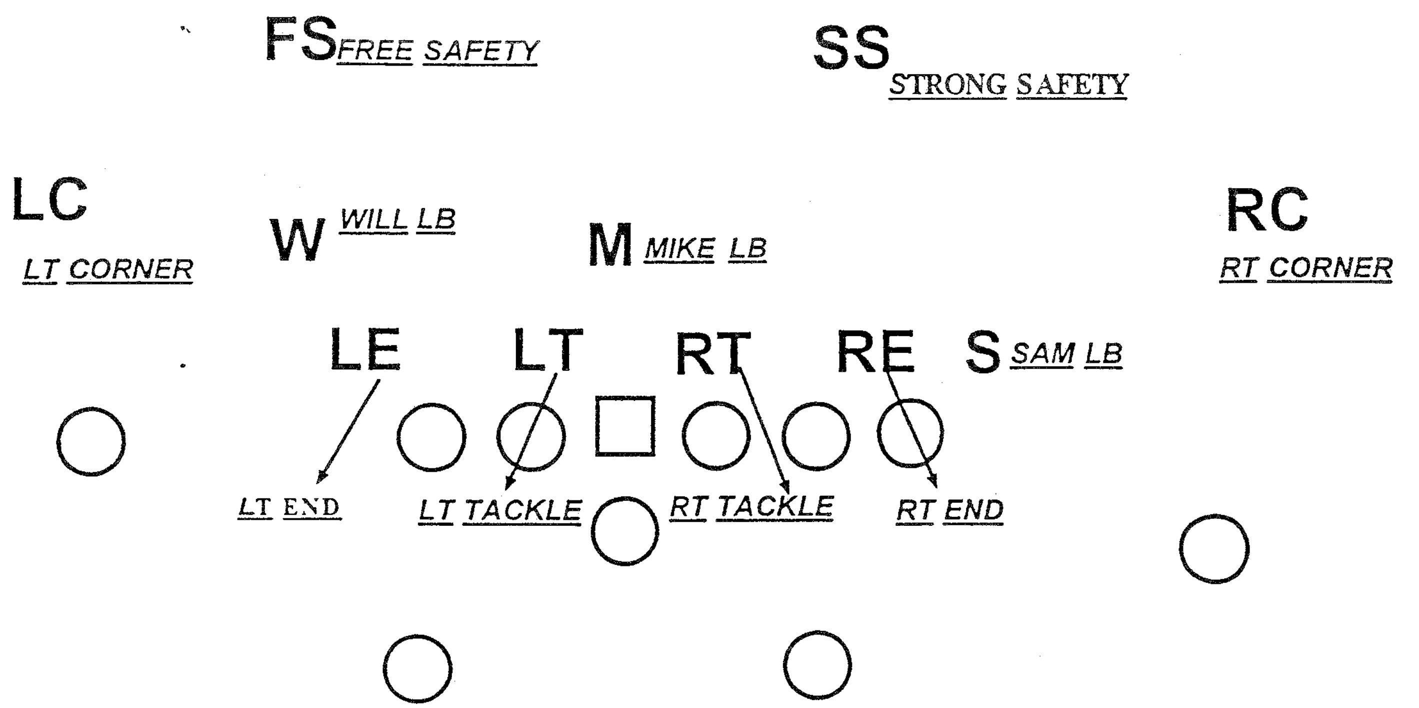
(+) = MIKE BACKER ADJUSTED STRONG.
(-) = MIKE BACKER ADJUSTED WEAK.
BOSS = WHEN 2 OR MORE BACKERS ADJUST STRONG.
BOW = WHEN 2 OR MORE BACKERS ADJUST WEAK.

--C MAN IN A "CHOKE" POSITION OVER THE TE.
EX. MKC, NKC, SSC.
--U MAN IN A "UP" OR "MUGGED" POSITION.
EX. MKU, WLU, PLU.
--H SAM OR WILL IN A "HIP" SLIGHT WIDE POSITION OFF THE BALL.
EX. SMH, WLH.
--A SAM OR WILL IN A "AREA", ½ WAY POSITION, TOWARD #2 RECEIVER
EX. SMA, WLA.
--W SAM OR WILL IN A "WALK", OUT POSITION ON THE #2 RECEIVER.
EX. SMW, WLW.
--BUMP, PRESS DB LINED UP TIGHT ON L.O.S., IN FACE OF RECEIVER.
--BAIL DB LINED UP IN PRESS POSITION, THEN TURNS INSIDE AND RUNS OUT.

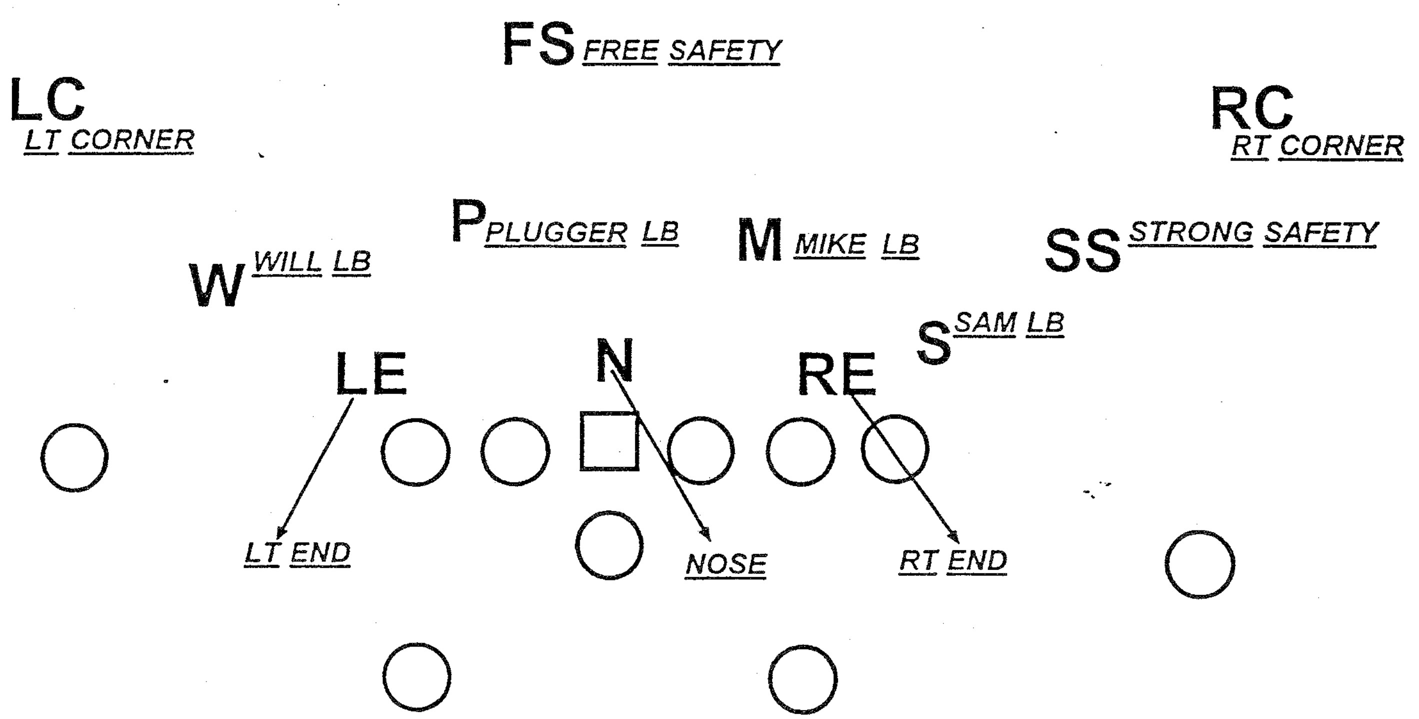
8TH ELEMENT IN THE BOX TERMS

SSU = STRONG SAFETY IS AT OR ABOUT LB DEPTH JUST OUTSIDE THE BOX.
SSI = STRONG SAFETY IS AT OR ABOUT LB DEPTH INSIDE THE BOX.
FSU = FREE SAFETY IS AT OR ABOUT LB DEPTH JUST OUTSIDE THE BOX.
FSI = FREE SAFETY IS AT OR ABOUT LB DEPTH INSIDE THE BOX.

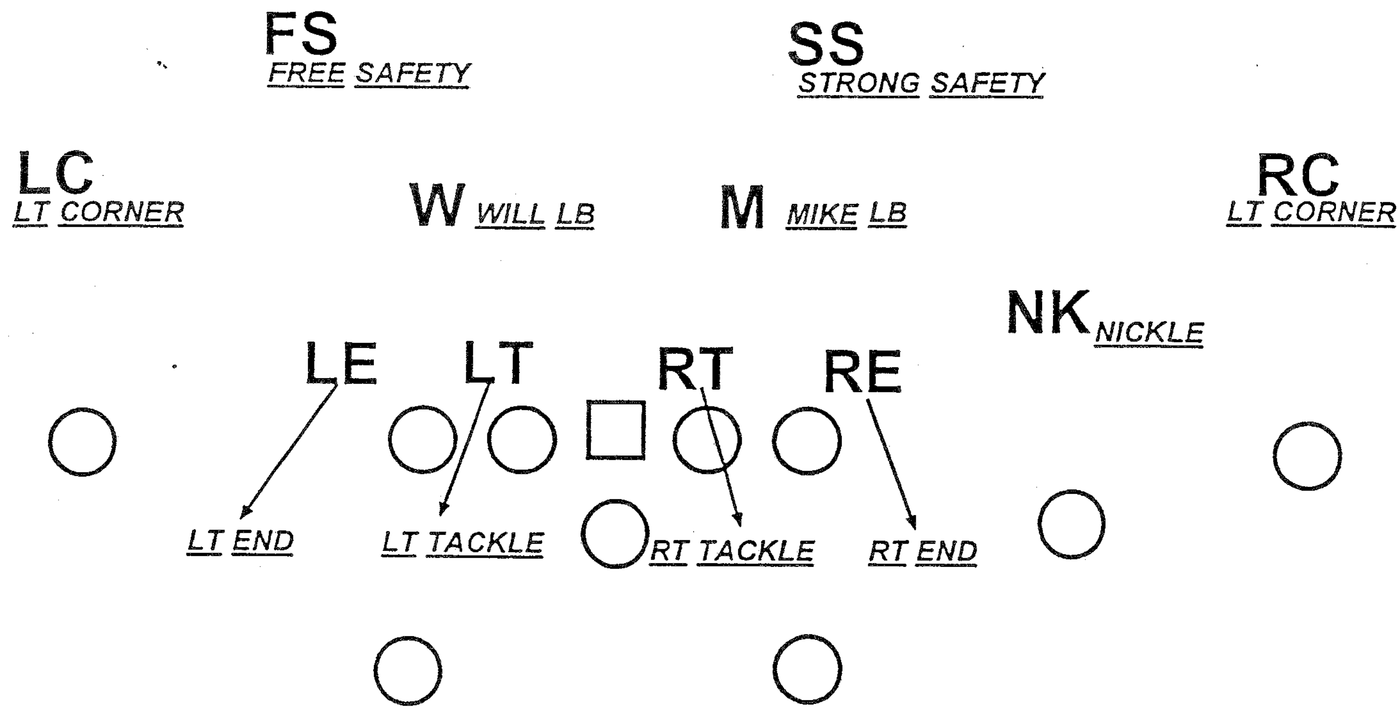
4-3 PERSONNEL VS RED RIGHT



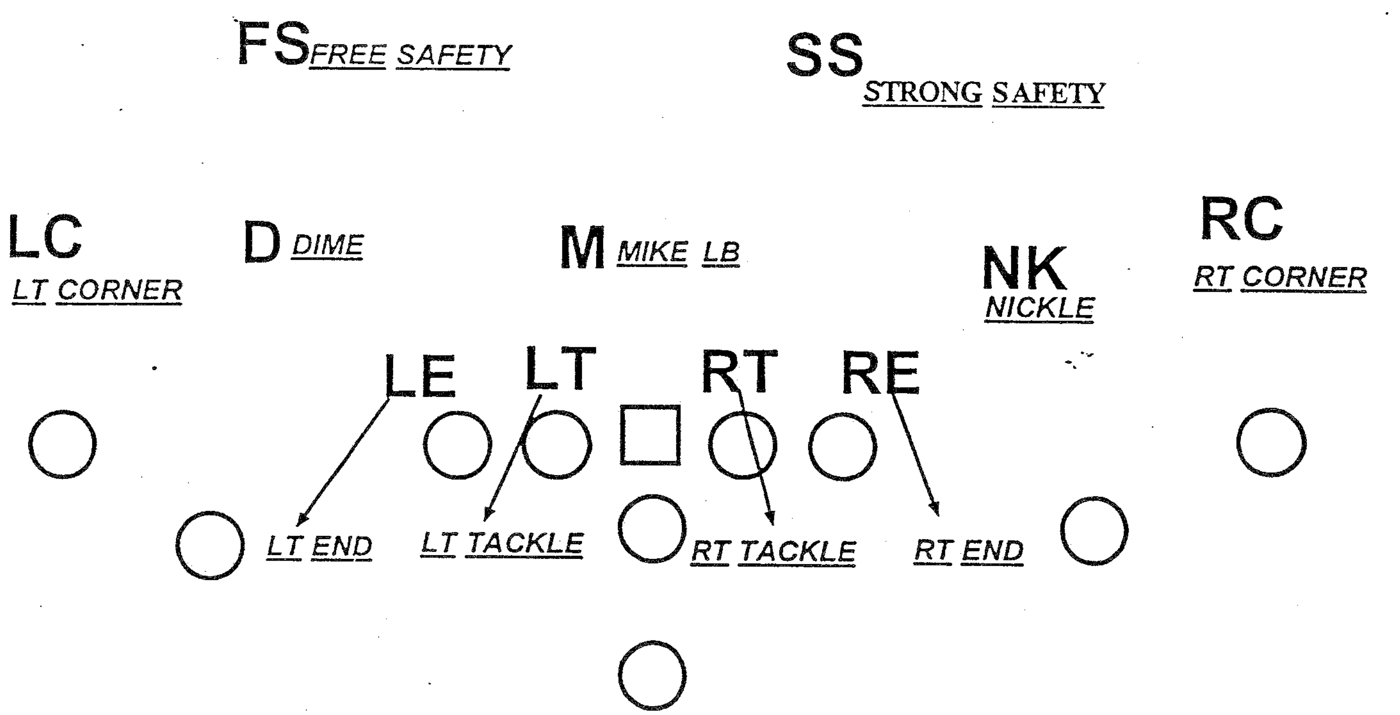
3-4 PERSONNEL VS RED RIGHT



4-2 NICKLE PERSONNEL VS (EG) RED RIGHT



4-1 DIME VS (4 WIDES) SPREAD RT



LINE STUNTS

Line stunts involve defensive lineman when they are making directional or cross charges. In some instances the cross charge may involve a defensive lineman and a linebacker. This will only be noted by the gap the linebacker charges in as it is assumed that the DL in the front has compensated in gap responsibility.

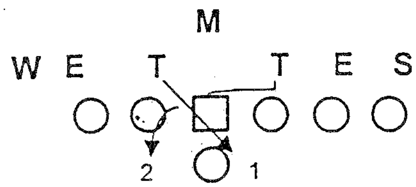
When a cross charge involves the two defensive tackles or a defensive end, we designate the stunt as a twist. We further describe the stunt by designating the player that stunts first (example: the weak DT drives first with the weak DE looping over the top behind him) as **WTE**. A 34 twist in which the nose stunts first with the DE looping behind would be called a **NWE**.

A three man twist will be designated with the drive man called first and the looping DL named second. For instance if the WT and ST drove into their respective gaps and the SE looped behind the WT we would call that a WT/SE. This would tell us that the SE came all the way over behind the WT on the weak side.

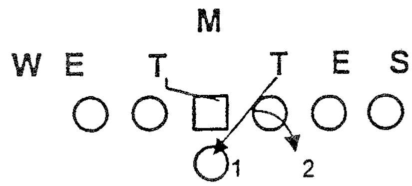
We will only designate a cross charge involving a defensive end or a defensive tackle with a linebacker when it takes the form of a twist. We will designate the stunt by the first charger (example: 43 **W/WE**, 34 **M/N**).

A rip involves a directional charge to the inside by a defensive end over an offensive tackle or a dart by a defensive tackle over the offensive guard. A slant involves similar directional charges by two defensive lineman.

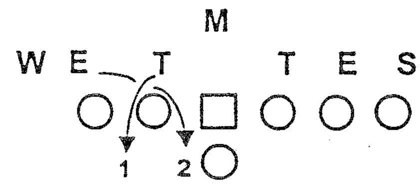
4-3 DEFENSIVE LINE TWISTS



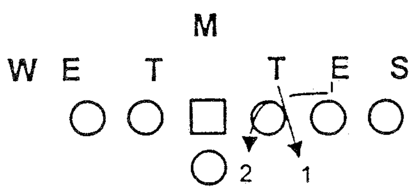
WTT



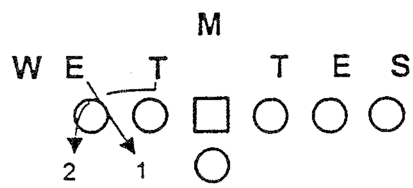
STT



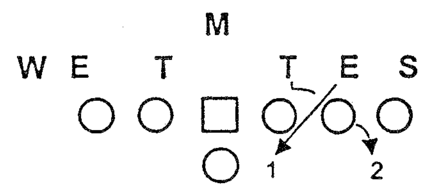
WTE



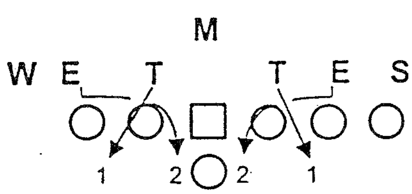
STE



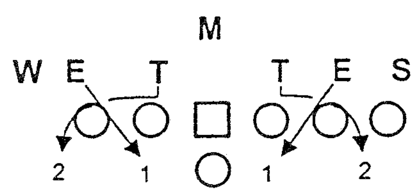
WET



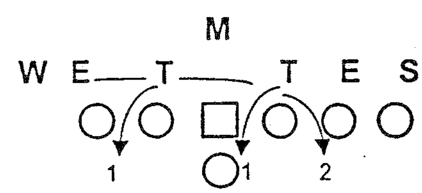
SET



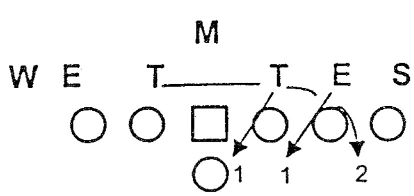
DTE



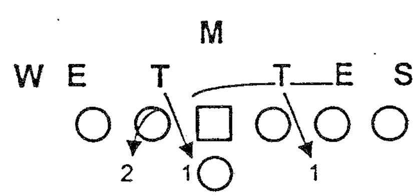
DET



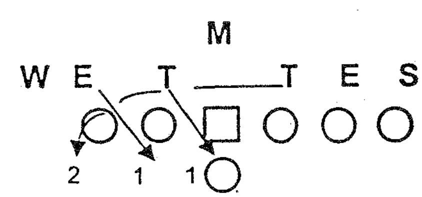
ST/WE



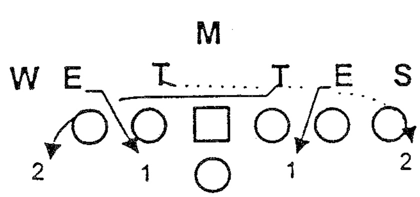
SE/WT



WT/SE

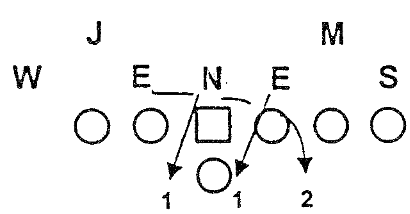


WE/ST



STO/WTO

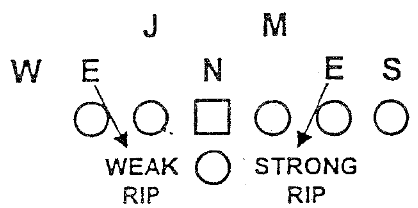
39 SINK



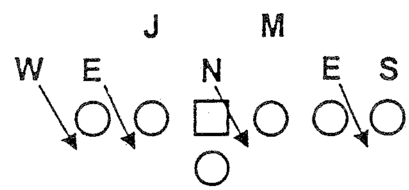
SE/WE

3-4 LINE STUNTS

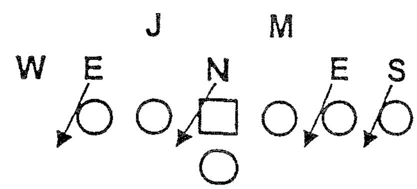
DELETE



DOUBLE RIP

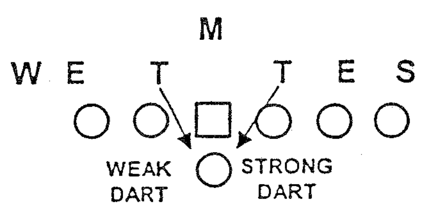


SLANT STRONG



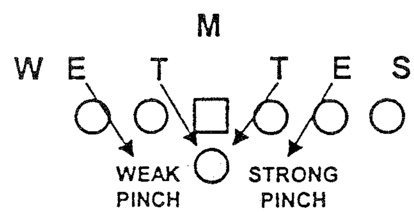
SLANT WEAK

DELETE

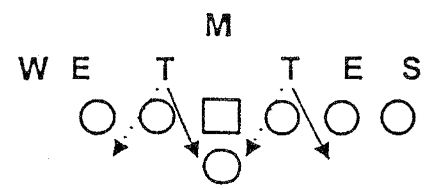


DOUBLE DART

43 LINE STUNTS



DOUBLE PINCH

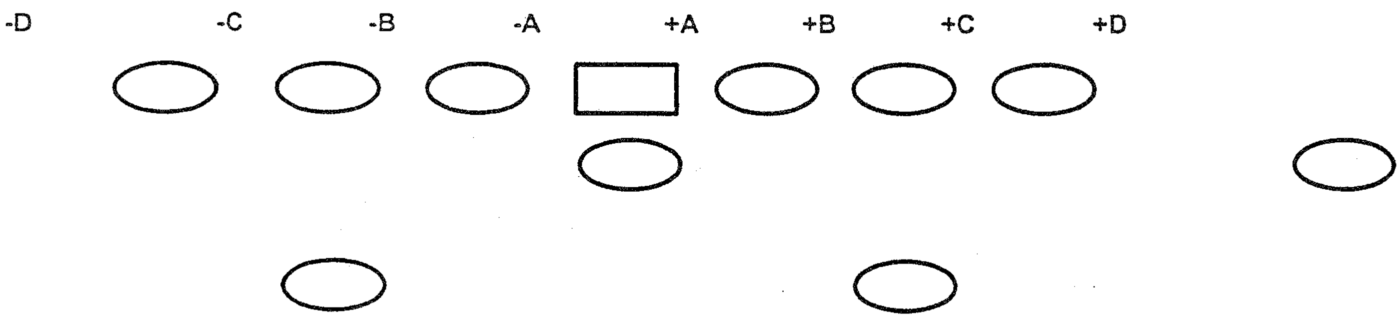


T'S STRONG / T'S WEAK

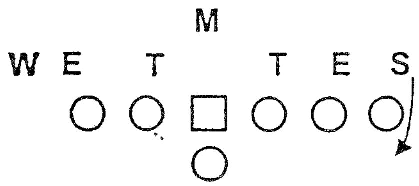
DOGS / BLITZES

Dogs involve linebacker (s) or defensive back (s) making a predetermined charge across the line of scrimmage and into the offensive backfield, usually immediately on the snap of the ball.

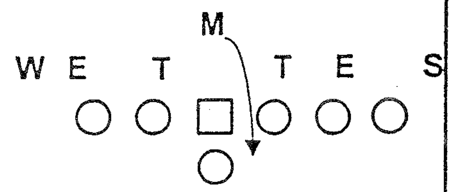
We designate the dogs by name **(S, M, P, W, SC, FS, SS, WC)**. We further designate the path of the blitzing linebacker with letters indicating the gap in which they rush. The + (strong) and – (weak) side will correspond with the strength of the formation (to Y).



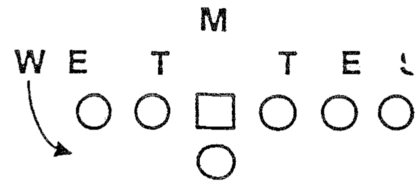
4-3 LINEBACKER DOGS



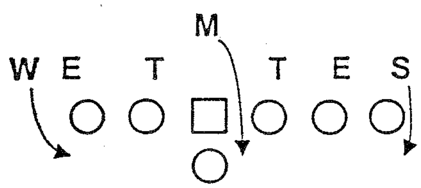
S + D



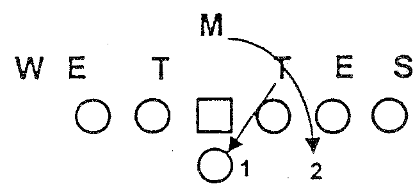
M + A



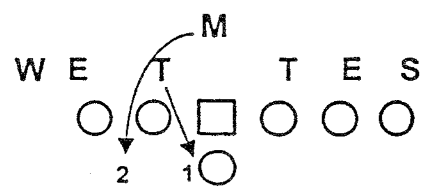
W - C



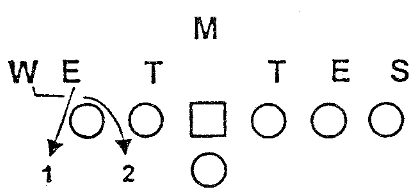
S + D / M + A / W - C



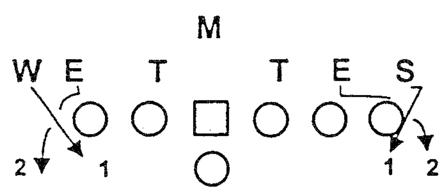
M+B



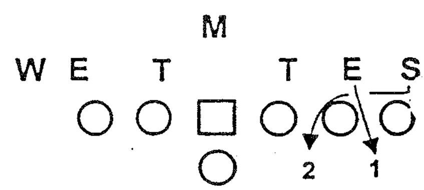
M - B



W-B

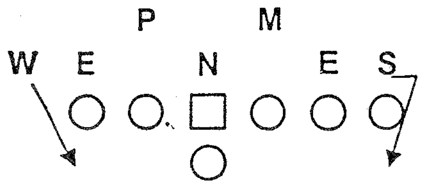


W-CE S+DE

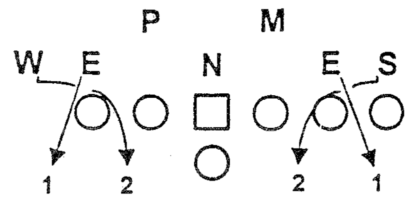


S+B

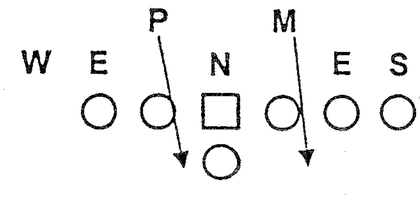
3-4 LINEBACKER DOGS



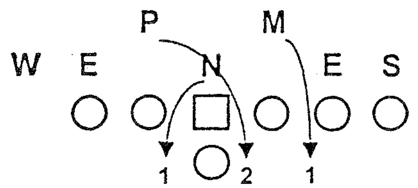
S + D W - C



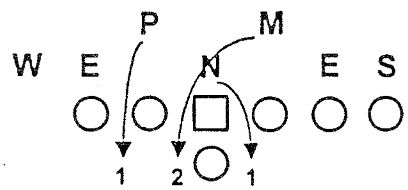
S + B W - B



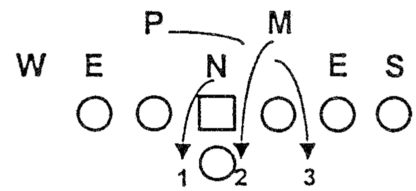
M + B M - A



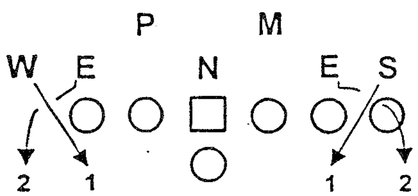
M + B P + A



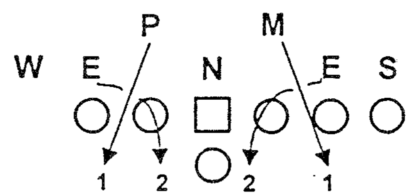
M - A P - B



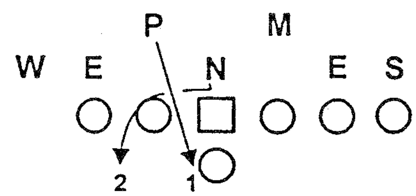
M + A P + B



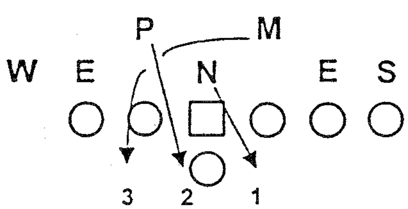
S + CE W - CE



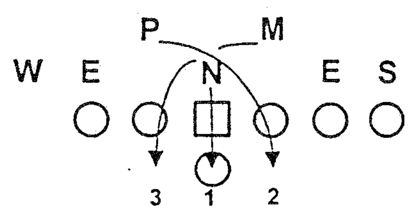
M + BE P - BE



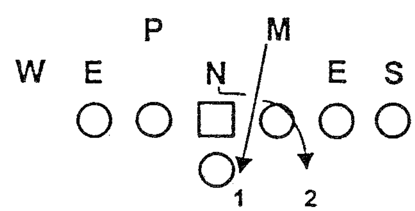
P - AN



M - B P - A



M - A P + A

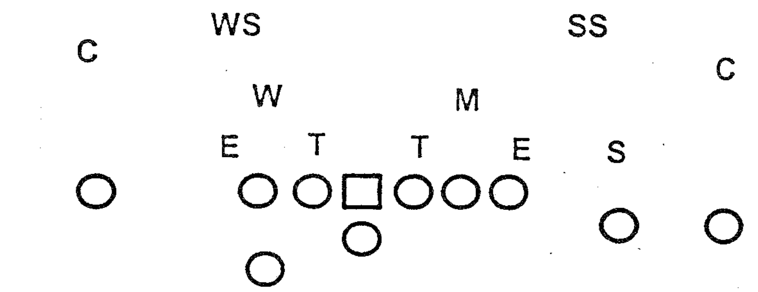


M + A N

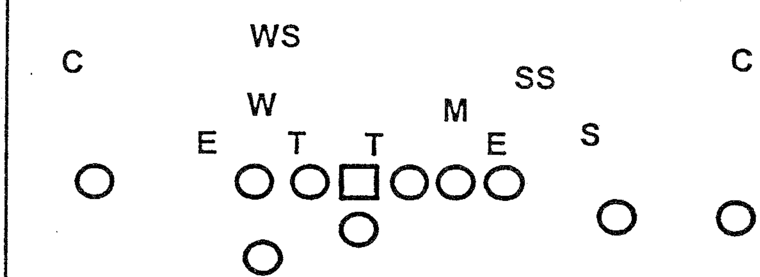
SUB DEFENSES

SUBSTITUTE DEFENSES ARE USED BY OPPONENTS IN LONG YARDAGE AND THIRD DOWN SITUATIONS TO MATCH THE OFFENSE'S SUBSTITUTED PERSONNEL (3 WIDES / 4 WIDES / HALF / SUB). THE DEFENSIVE PERSONNEL IN THE LINEBACKER POSITIONS WILL BE IDENTIFIED AS LINEBACKERS EVEN THOUGH THEY MAY BE DEFENSIVE BACKS.

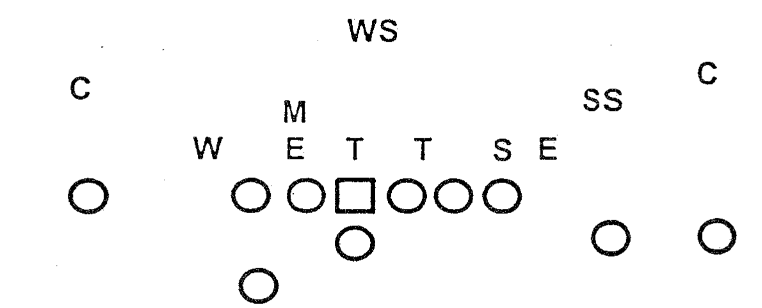
416 EE



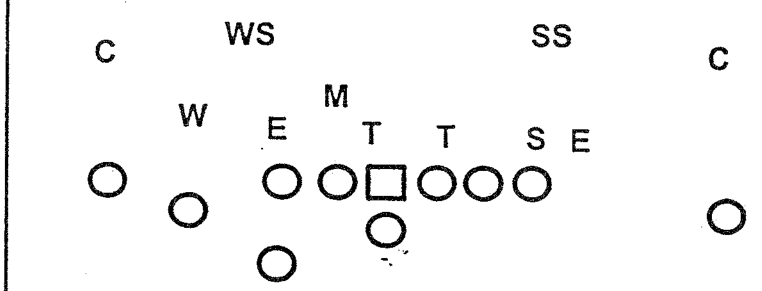
416 UU



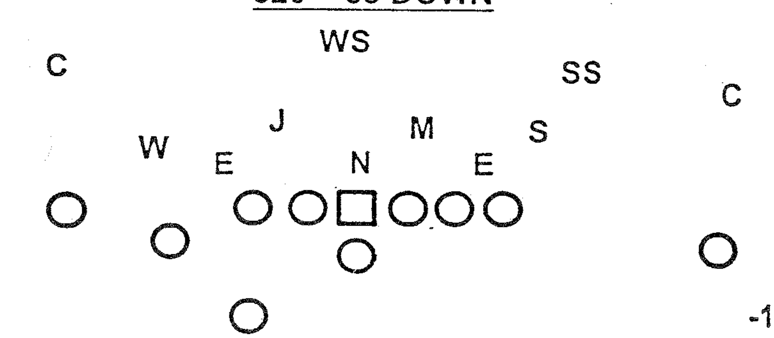
416 55 DOWN POINT



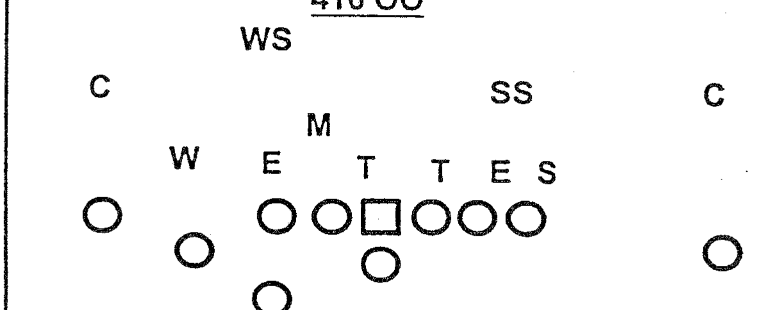
416 OO POINT



326 - 33 DOWN



416 OO



REGULAR COVERAGE

COVERAGE WILL BE DESCRIBED WITH THE USE OF NUMBERS AND WORDS. THE NUMBERS WILL TELL US THE BASE COVERAGE AND THE WORDS WILL TELL US THE VARIOUS TECHNIQUES USED WITHIN THE BASE COVERAGE.

COVER 0 - MAN TO MAN COVERAGE ON ALL RECEIVERS WITH NO FREE SAFETY IN THE POST AREA. THIS NORMALLY INVOLVES A 6 MAN BLITZ. SAFETIES CAN BE COMMITTED TO EITHER SIDE.

VARIATIONS:

1. 0 BLITZ (DOG) = 6 MAN BLITZ WITH SAFETIES INVOLVED IN COVERAGE. NO SAFETY IN THE MOF.
2. 0 BLITZ (DOG) DROP = BLITZ WITH DL'S DROPPING OUT INTO MAN COVERAGE. THE SAFETIES ARE INVOLVED IN THE BLITZ OR COVERAGE.
3. 0 DOUBLE = BOTH THE SS AND FS ARE INVOLVED IN DOUBLE COVERAGE WITH THE SAM, PLUGGER, MIKE,OR WILL.

COVER 1 - MAN TO MAN COVERAGE ON ALL RECEIVERS WITH SAFETY FREE IN POST AREA. NORMALLY INVOLVES OUTSIDE TECHNIQUE ON INSIDE RECEIVERS. THE EXTRA COVER MAN CAN BE FREE, BLITZ OR DOUBLE.

VARIATIONS:

1. 1 BLITZ (DOG)= A FIVE MAN BLITZ WITH A SAFETY REMAINING IN THE MOF.
2. 1 DOUBLE = EXTRA COVER MAN DOUBLES 1THRU 5.
3. 1 FUNNEL = A LINEBACKER WILL BE FREE IN THE MIDDLE. OUTSIDE LB'S FUNNEL EVERYTHING INSIDE TO THE MIDDLE.
4. 1 ROBBER = THE STRONG SAFETY COMES DOWN INTO THE MIDDLE AND IS FREE UNDERNEATH. THE FS DROPS INTO THE DEEP MIDDLE, AND IF FREE.
5. 1 LURK = THE FREE SAFETY COMES DOWN INTO THE MIDDLE AND IS FREE UNDERNEATH.THE SS DROPS INTO THE DEEP MIDDLE, AND IS FREE.
6. 1 THIEF = THE MIKE DROPS BACK TO THE DEEP (ROBB) AREA AND IS FREE IN THE MIDDLE

COVER 2 - THE SS AND FS EACH DROP TOWARD NUMBERS, COVERING HALVES OF THE FIELD. THE LB's AND CORNERS WILL PLAY THE 5 UNDERNEATH AREAS IN ZONE COVERAGE. THIS WILL ALSO APPLY TO THE SLOT.

VARIATIONS:

1. 2 STICK = PLAYING M/M ON INSIDE RECEIVER (EX. STICK #2).
2. 2 CUT = THE FS DROPS DOWN AND EXCHANGES RESPOSIBILITIES WITH THE CORNER. THE CORNER DROPS TO THE DEEP ½.

3. 2 ROLL = THE CORNERS WILL LOOK AS IF THEY WERE GOING TO PLAY HARD COV. 2, THEN THEY WILL ROLL OUT FACING INSIDE READING THE PATTERN.

4. 2 SOFT = THE CORNERS WILL PLAY "SOFT" AND BACK UP. THEY WONT COME OFF UNTIL THEY ARE THREATENED IN THE FLAT AREA.

5, 2 BUC = THE MIKE DROPS BACK TO THE DEEP (ROBB) AREA AND IS FREE IN THE MIDDLE.

COVER 3 - A STRONG SIDE ROTATION TO 3 DEEP ZONE COVERAGE. THE STRONG SAFETY AND LB's WILL COVER THE 4 UNDERNEATH ZONES. IT IS ASSUMED THAT THE SS IS THE DEFENDER RESPONSIBLE FOR THE STRONG FLAT UNLESS A VARIATION IS CALLED. SOMETIMES A STICK TECHNIQUE WILL BE USED.

VARIATIONS:

1. 3 C = THE SC ROLLS TO THE FLAT AND THE SS TAKES THE DEEP THIRD.

2. 3 BLITZ ZONE= A ZONE COVERAGE BLITZ WITH LB's AND SAFETIES. DL's WILL DROP AND REPLACE THEM IN COVERAGE.

3. 3 BUZZ = SAM AND SS EXCHANGE COVERAGE RESPONSIBILITIES.

4. 3 SLIDE = MIKE WORKS STRONG TO OVERLOAD STRONGSIDE COVERAGE LEAVING WILL ON THE WEAKSIDE.

COVER 4 - A WEAK SIDE ROTATION TO 3 DEEP ZONE COVERAGE. IT IS ASSUMED THAT THE FS IS THE DEFENDER RESPONSIBLE FOR THE WEAK FLAT.

VARIATIONS:

1. 4 C = THE WC ROLLS TO THE FLAT AND THE FS TAKES THE DEEP THIRD.

2. 4 BUZZ = THE FS AND WILL CHANGE RESPONSIBILITIES.

COVER 5 - THE SS AND FS EACH DROP TOWARD NUMBERS, COVERING HALVES OF THE FIELD. THE LB's AND CORNERS WILL PLAY THE 5 UNDERNEATH AREAS IN MAN COVERAGE. THIS WILL ALSO APPLY TO SLOT.

VARIATIONS:

1. 5 DOUBLE THE FS (ON WEAK SIDE) OR SS (ON STRONG SIDE) CAN DOUBLE WITH AN UNDERNEATH PLAYER. SEE EXAMPLES.

COVER 7 - A 4 DEEP LOOK WITH THE CORNERS AND SAFETIES EACH PLAYING A QUARTER OF THE FIELD. THE DEFENSIVE BACKS WILL PLAY MAN TO MAN ON VERTICAL ROUTES WHILE LB's WILL PLAY ZONE UNDERNEATH. IF THERE IS NO VERTICLE THREAT THEN THE DB's ARE FREE TO HELP ANOTHER DEFENDER.

VARIATIONS:

1. 7 RED = COVER 7 IN THE RED ZONE.
2. 7 STICK = DEFENDERS WILL LOCK TO CERTAIN RECEIVERS.

COVER 8 - A COMBINATION COVERAGE PLAYING COVER 7 TO ONE SIDE AND COVER 2 TO THE OTHER SIDE. WE WILL DESIGNATE WHICH SIDE THE COVER 2 IS ON.

VARIATIONS:

1. 8 STRONG = PLAYING COVER 2 TO THE STRONGSIDE AND COVER 7 TO THE WEAKSIDE.
2. 8 WEAK = PLAYING COVER 2 TO THE WEAKSIDE AND COVER 7 TO THE STRONGSIDE.

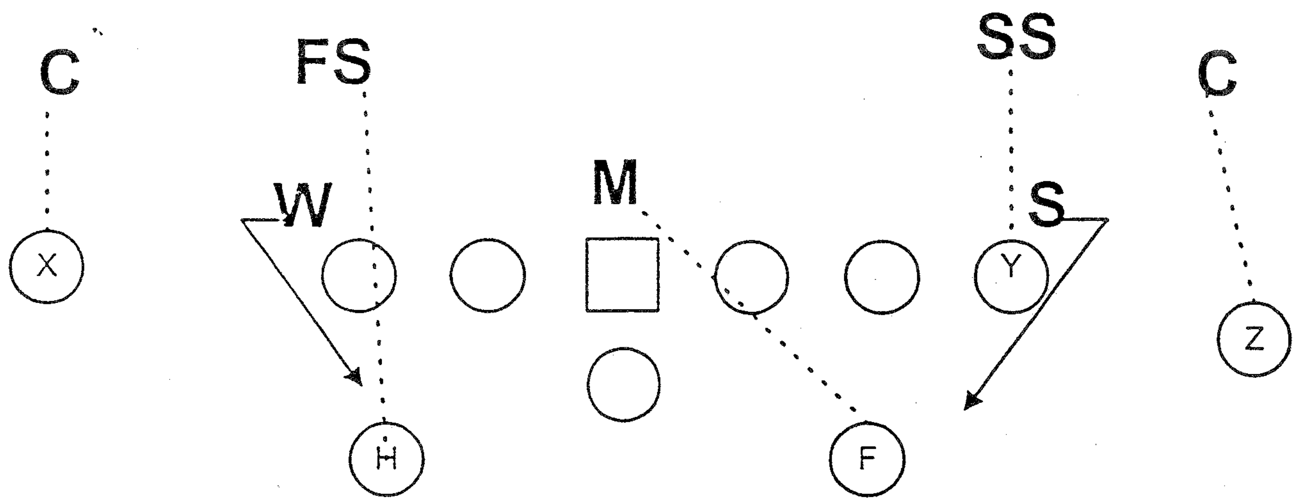
COVER 9 - ALL COVERAGES WITH 8 DEFENDERS INVOLVED. USE A DASH FOR REGULAR AND DOUBLE DIGITS FOR SUB.

VARIATIONS:

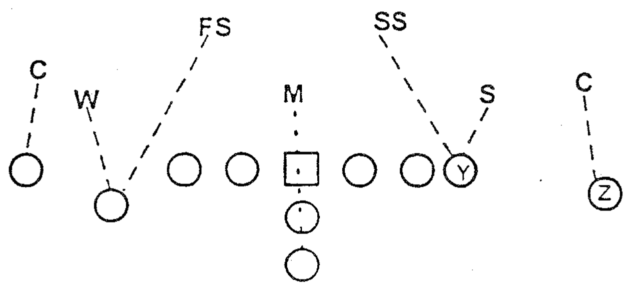
1. 9-3 = 3 DEEP 5 UNDER ZONE TAGS.
2. 9-3 C MAN = 3 DEEP 5 UNDER MAN TO MAN PLUS TAGS.
3. 9-7 = 4 DEEP QUARTERS AND 4 ZONES UNDERNEATH PLUS TAGS.

COVER BLITZ / DOG 0 AND VARIATIONS

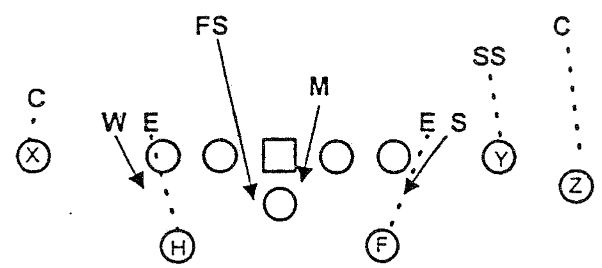
0 DOG



0 DOUBLE 2 & 4

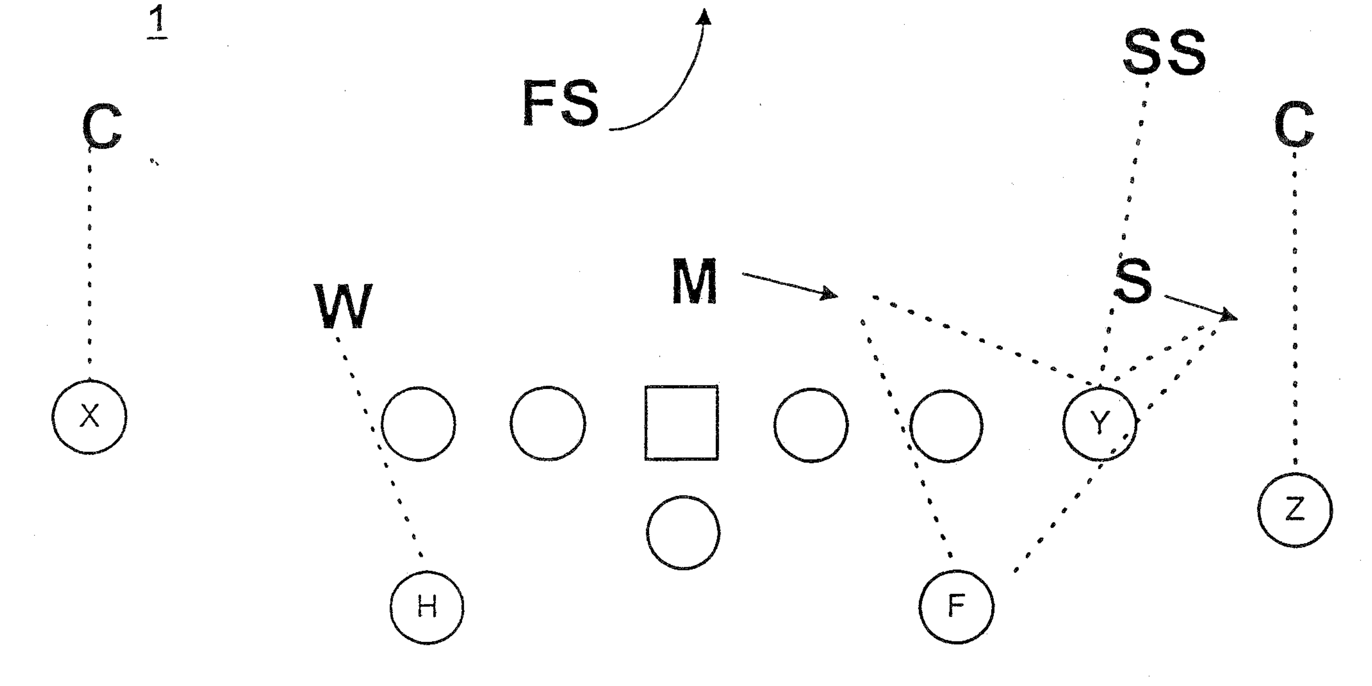


0 DOG DROP

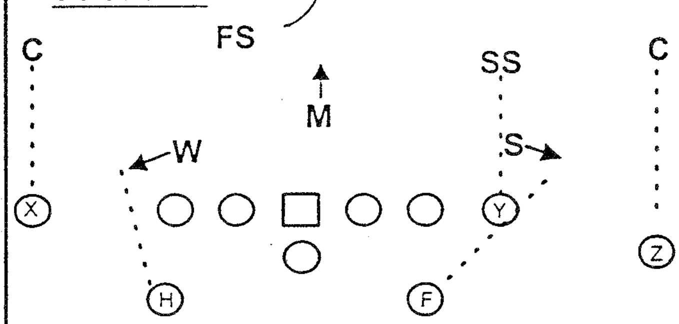


COVER 1 AND VARIATIONS

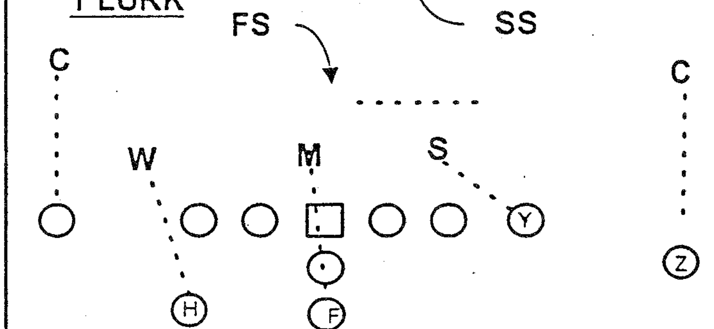
1



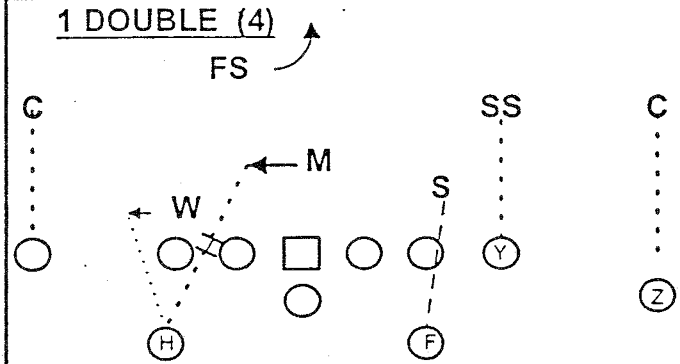
1 FUNNEL



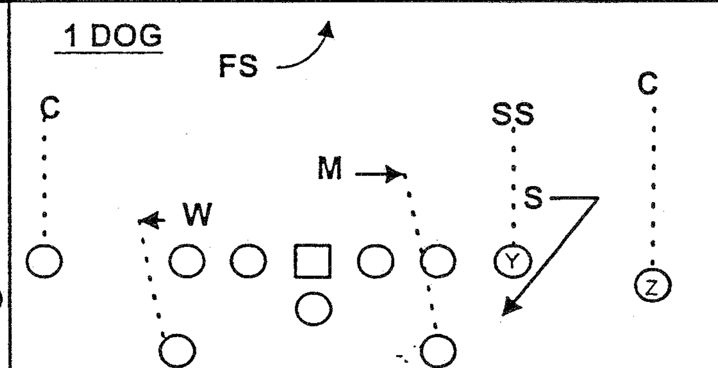
1 LURK



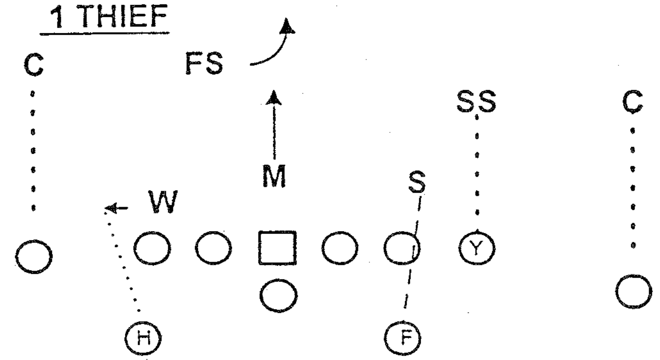
1 DOUBLE (4)



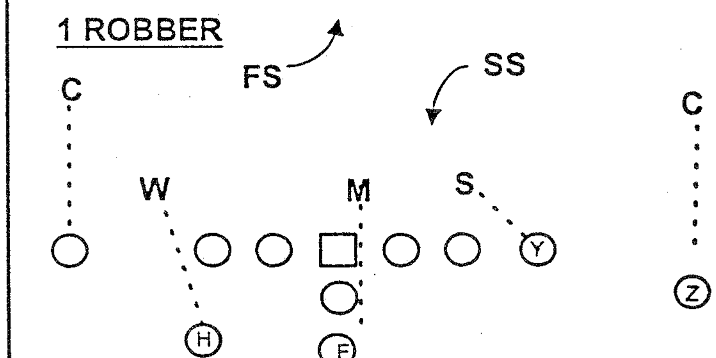
1 DOG



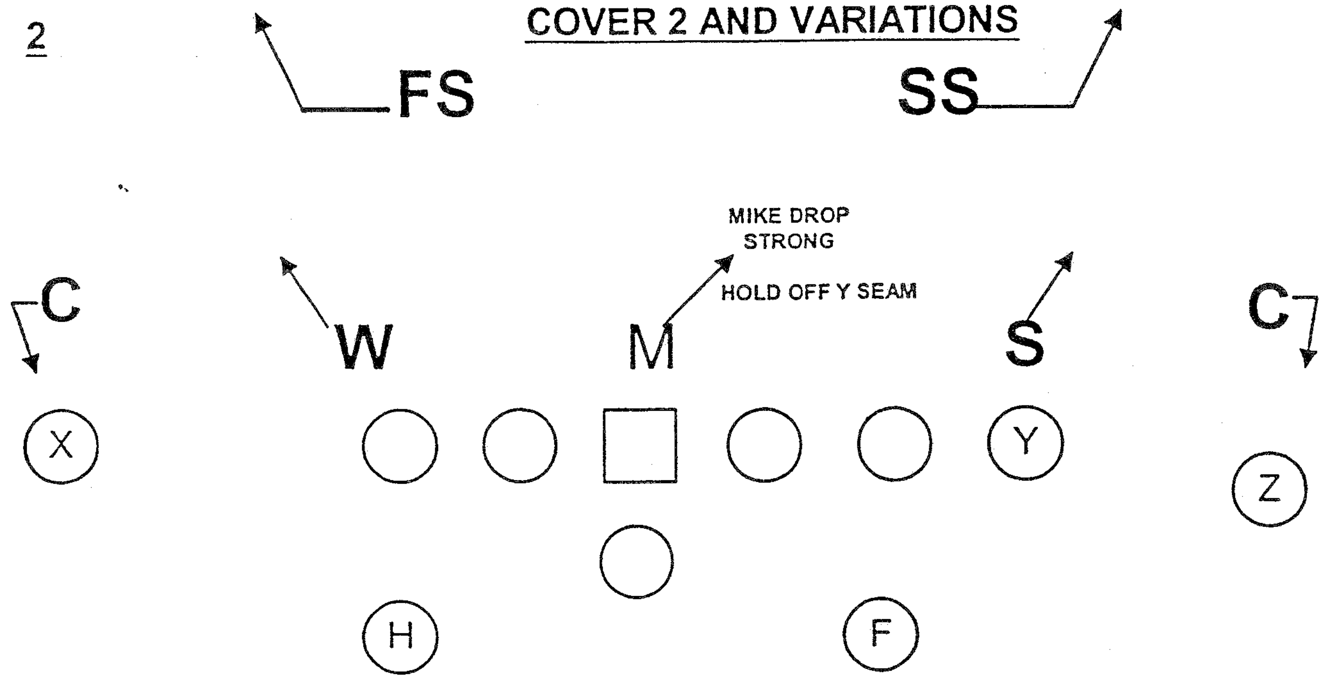
1 THIEF



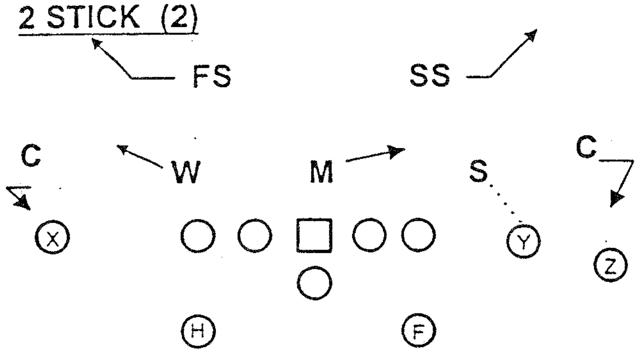
1 ROBBER



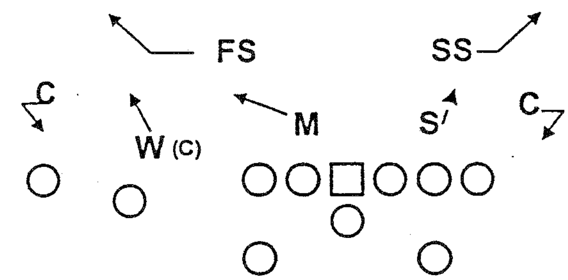
2 COVER 2 AND VARIATIONS



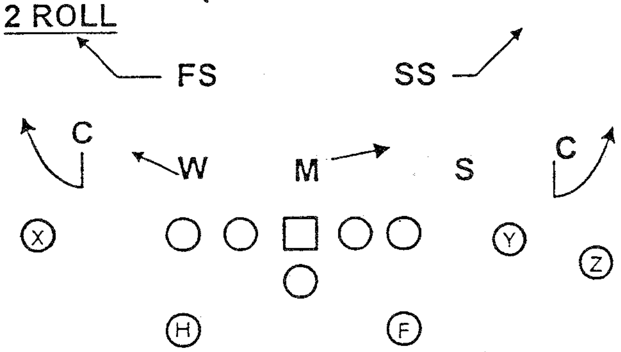
2 STICK (2)



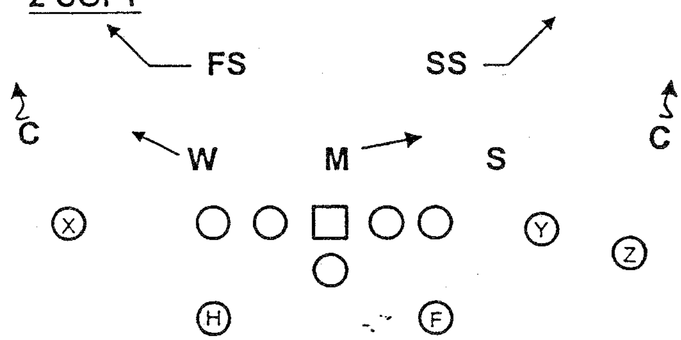
2 VS SLOT



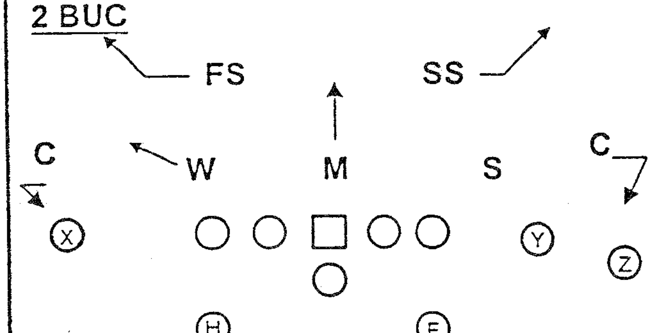
2 ROLL



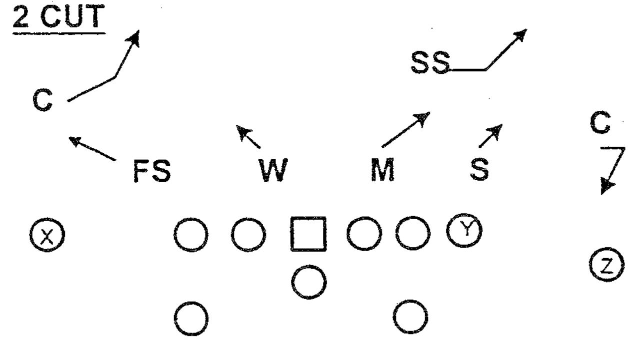
2 SOFT



2 BUC

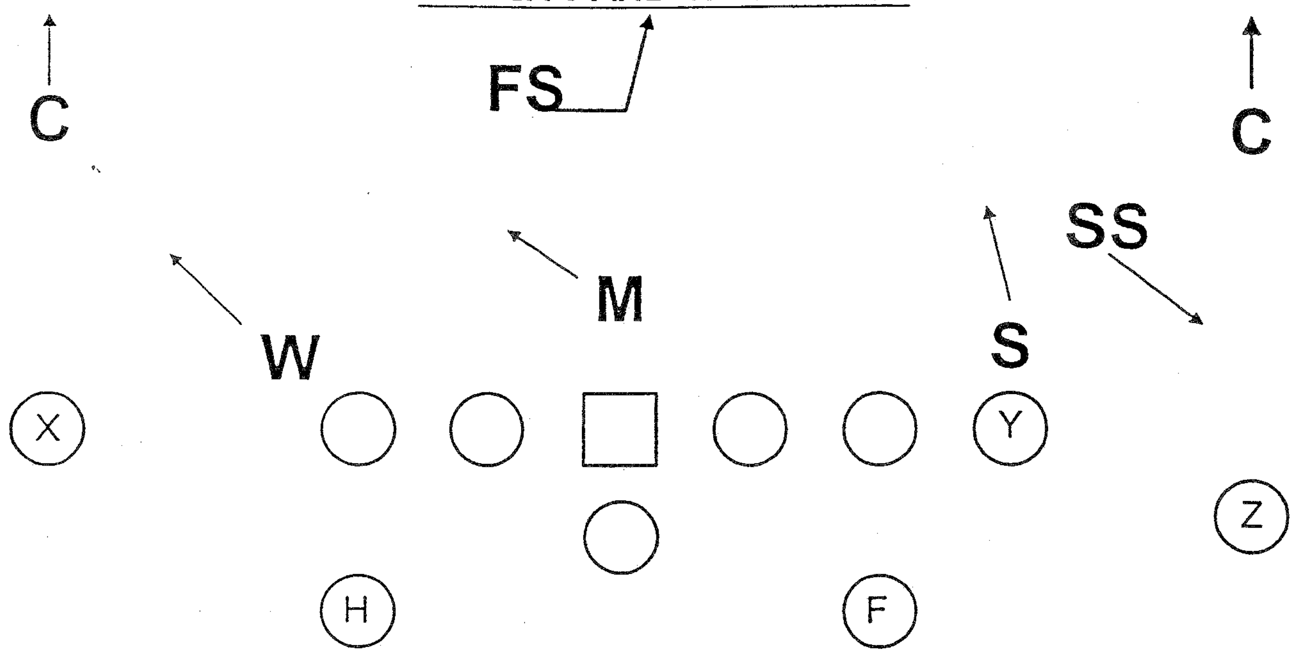


2 CUT

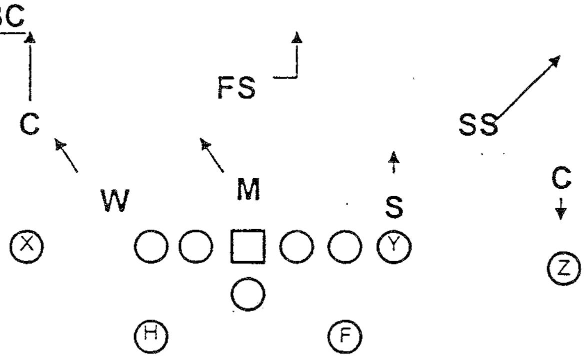


3

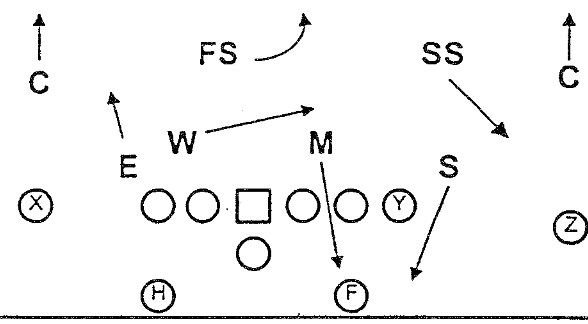
COVER 3 AND VARIATIONS



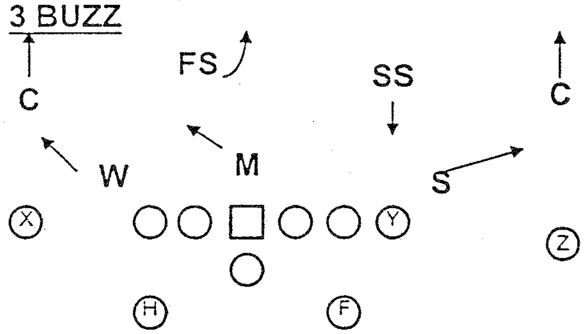
3C



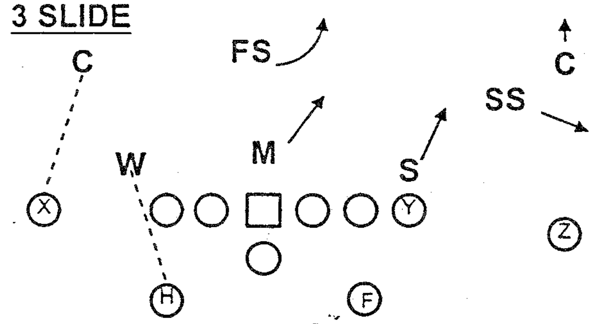
BZ 3

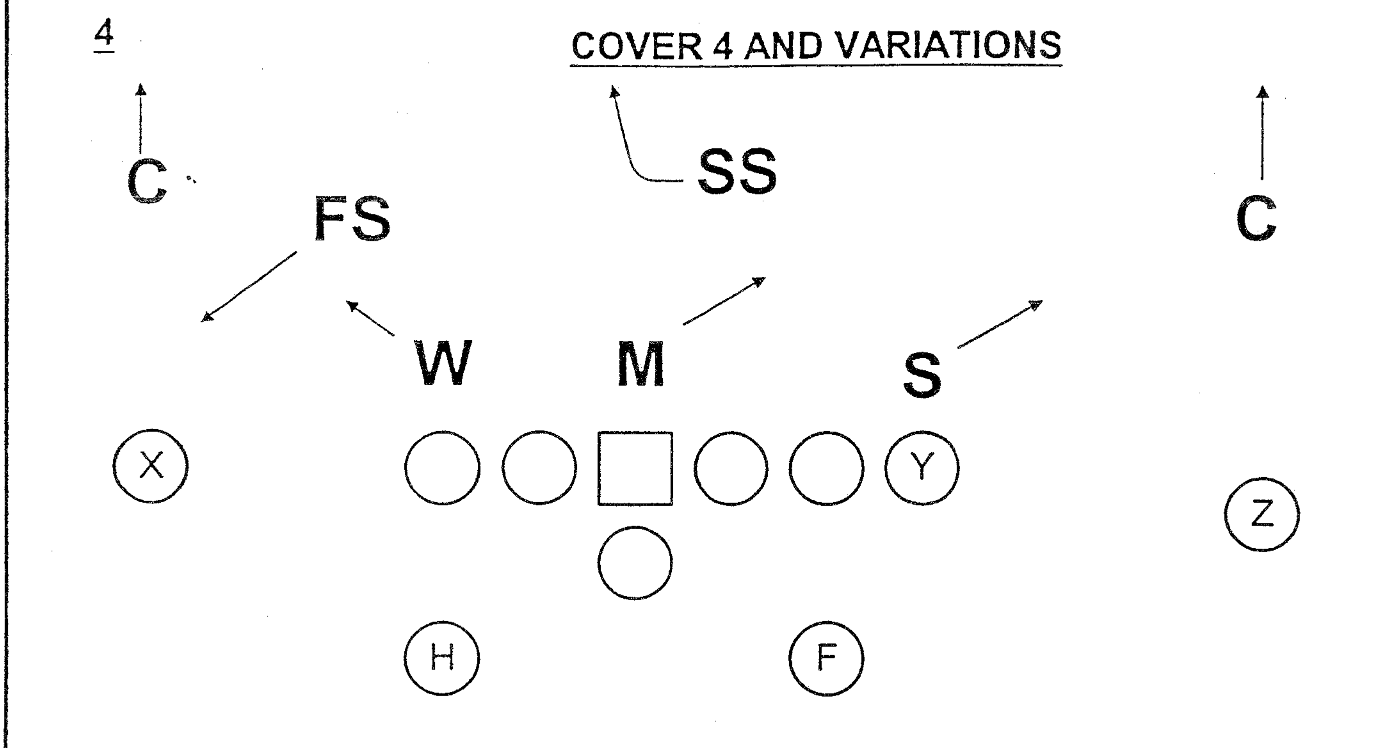


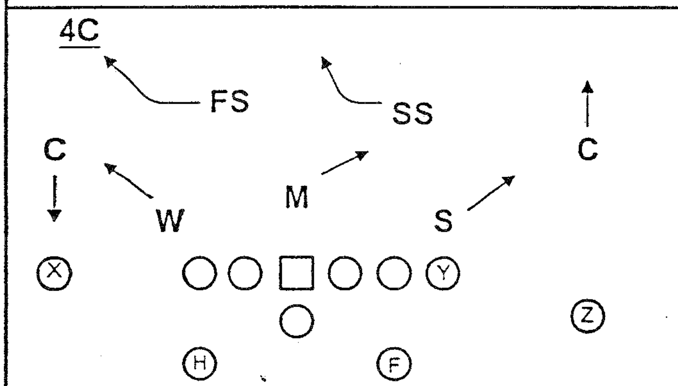
3 BUZZ

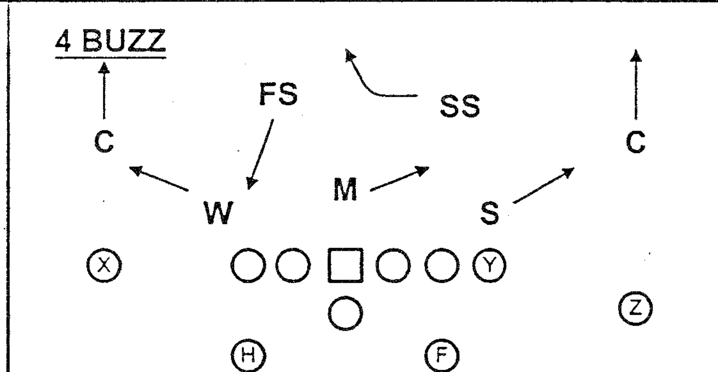


3 SLIDE



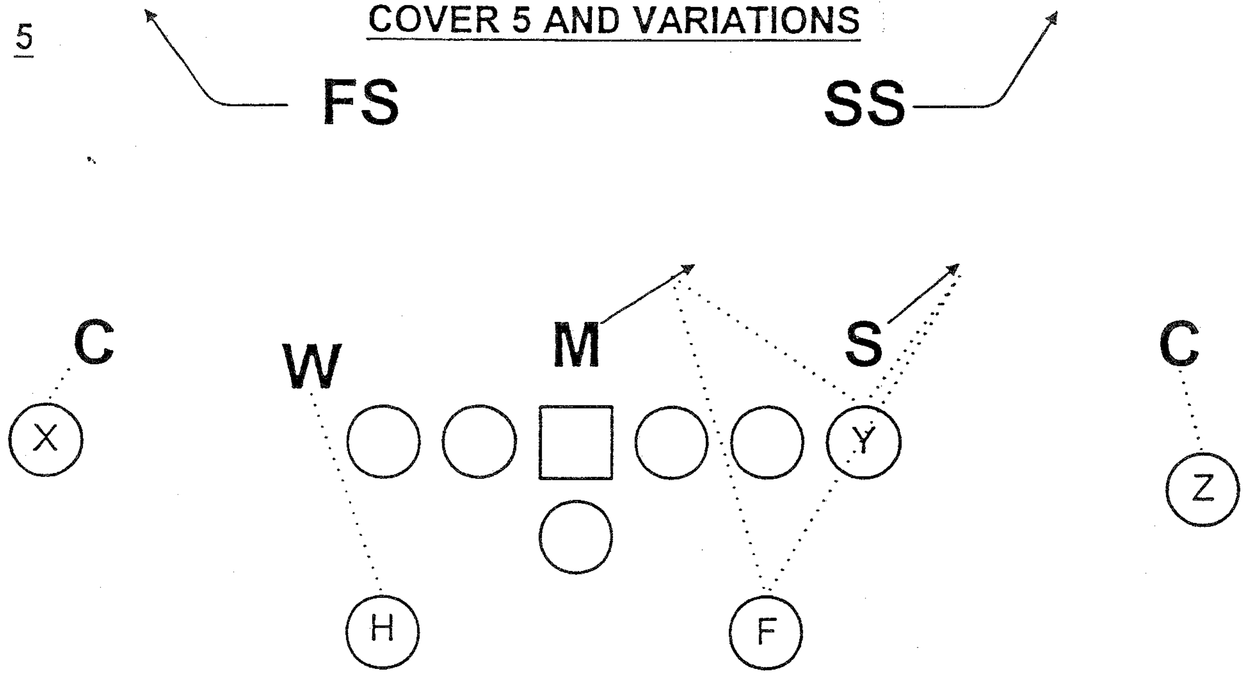

4
COVER 4 AND VARIATIONS
C
SS
FS
C
W
M
S
X
Y
Z
H
F


4C
FS
SS
C
C
W
M
S
X
Y
Z
H
F

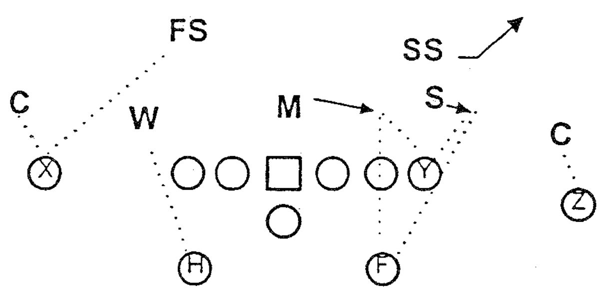

4 BUZZ
FS
SS
C
C
W
M
S
X
Y
Z
H
F

COVER 5 AND VARIATIONS

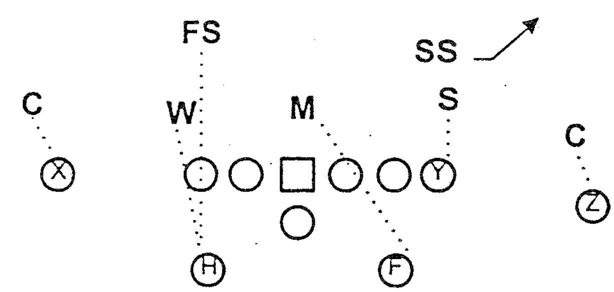
5



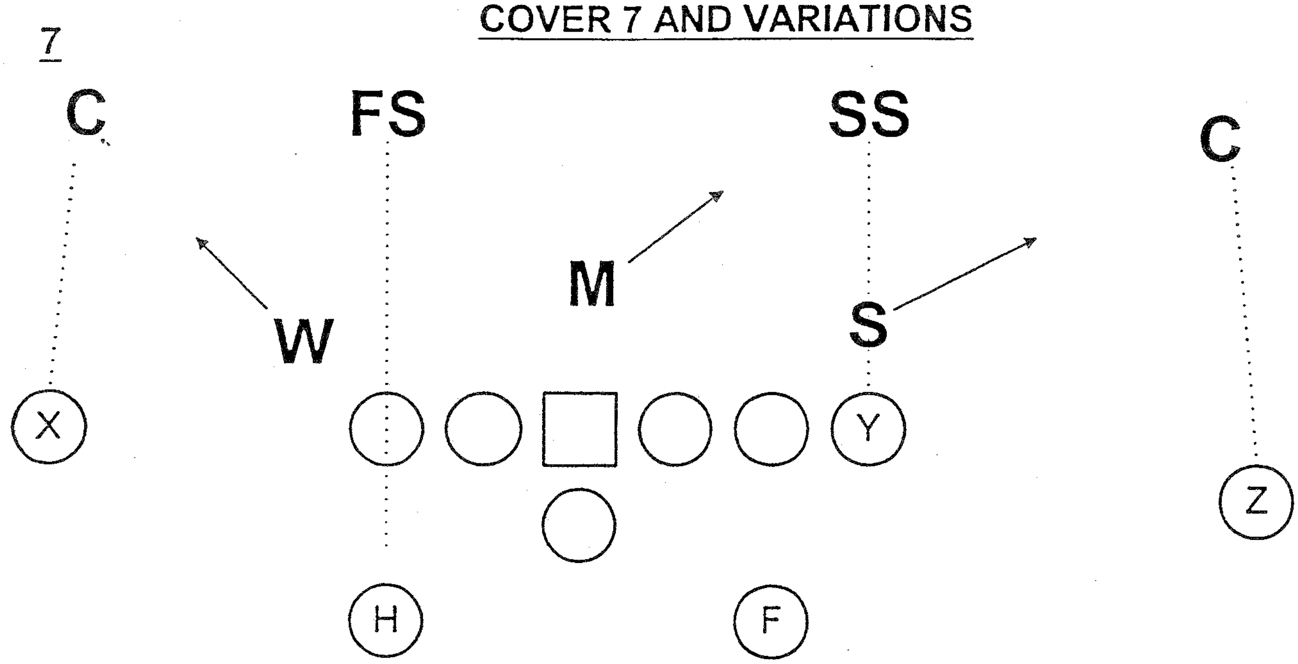
5 DOUBLE (5)

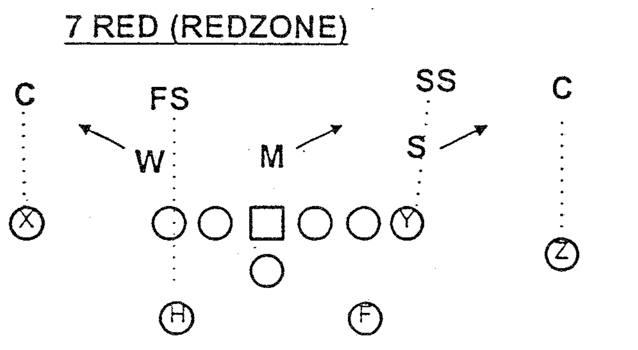


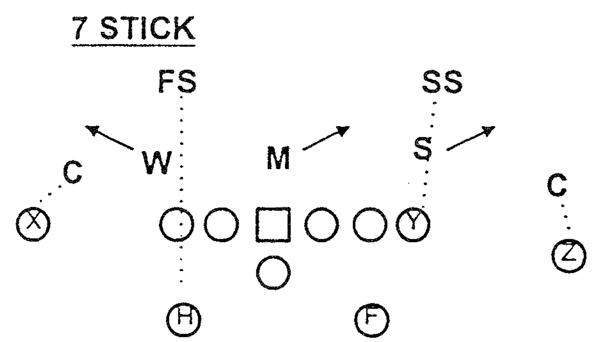
5 DOUBLE (4)



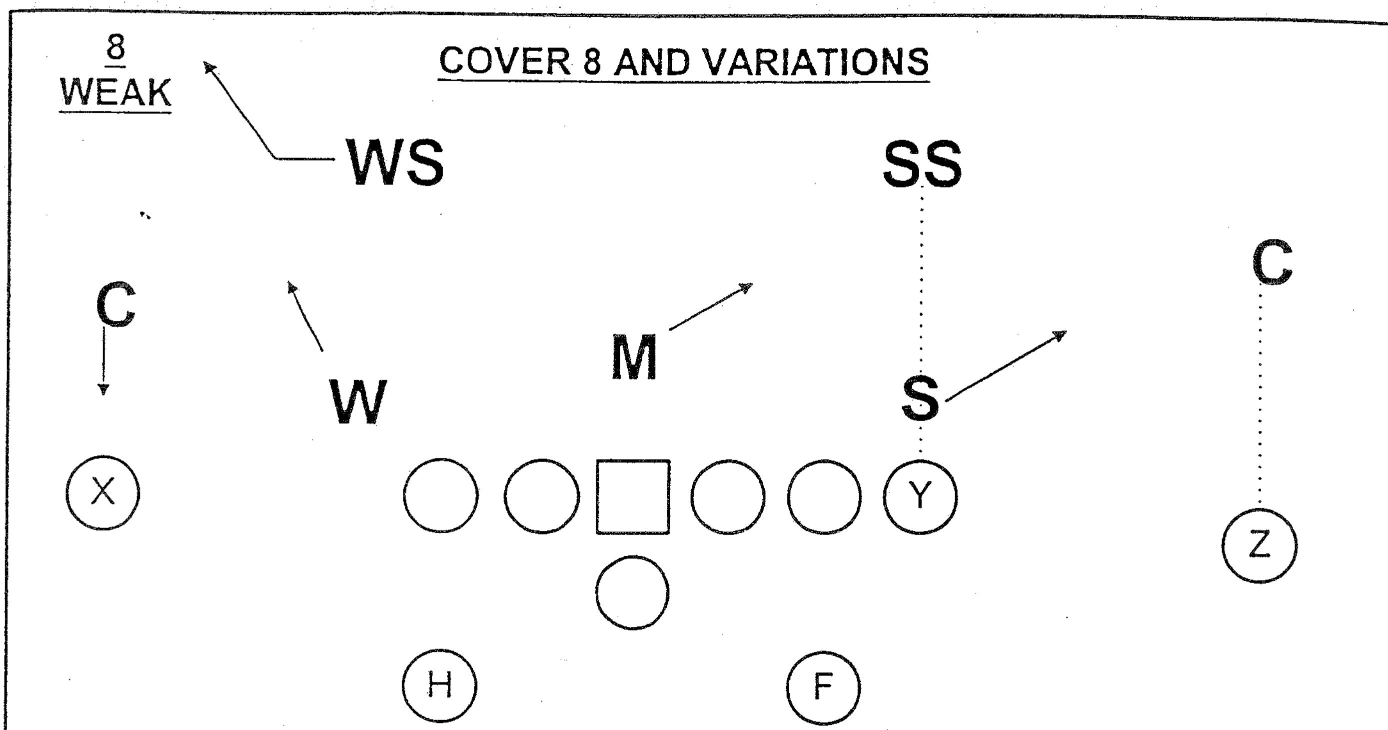
COVER 7 AND VARIATIONS

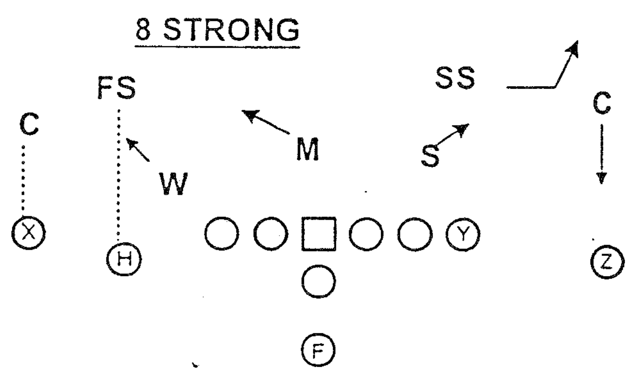


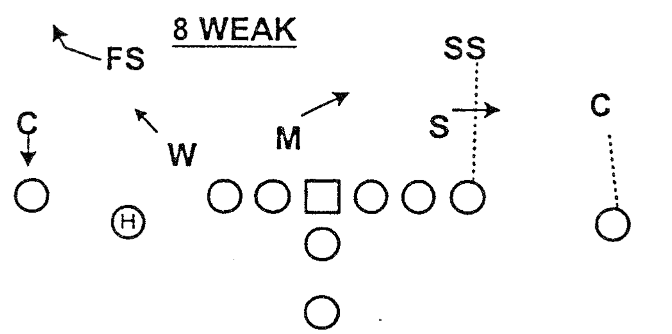




COVER 8 AND VARIATIONS

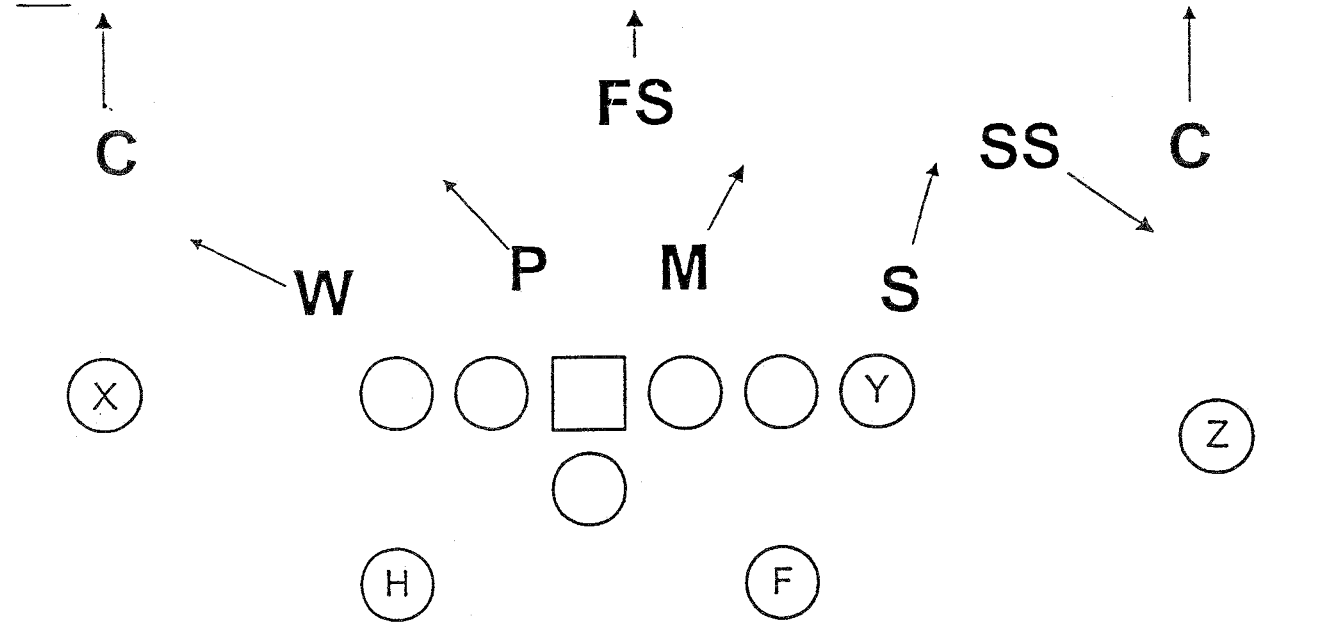




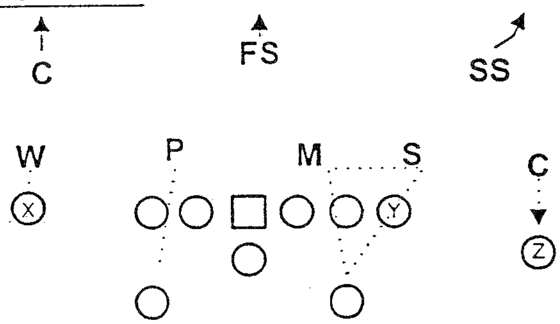


COVER 9 AND VARIATIONS

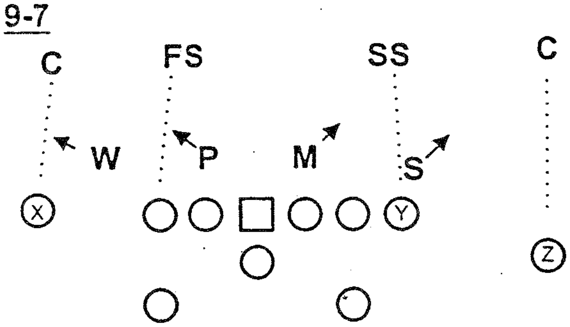
9-3



9- 3 C MAN



9-7



SUB COVERAGE

WE USE SUB COVERAGE RULES ANY TIME THE DEFENSE HAS FIVE OR MORE DEFENSIVE BACKS ON THE FIELD.

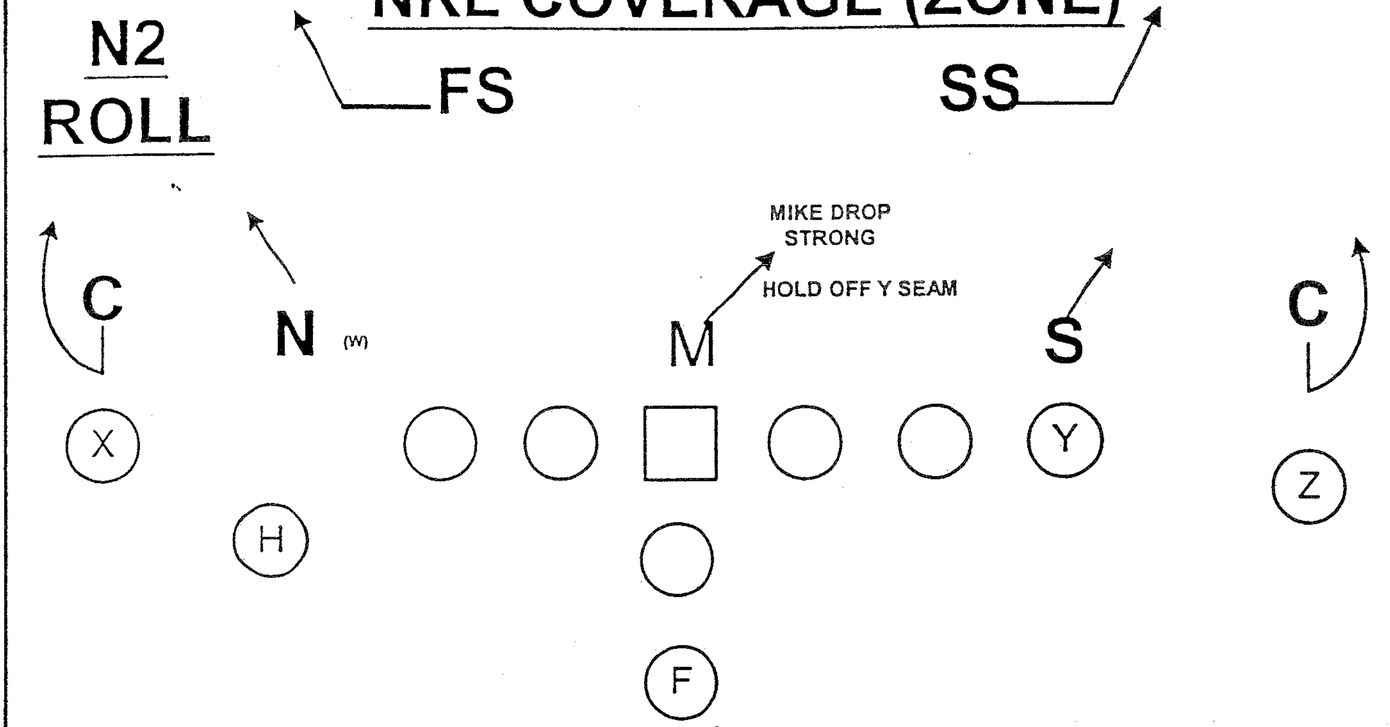
SUB COVERAGE IS CALLED THE SAME AS REGULAR COVERAGE EXCEPT WE USE N (NICKLE) IN FRONT OF THE SINGLE NUMBER.

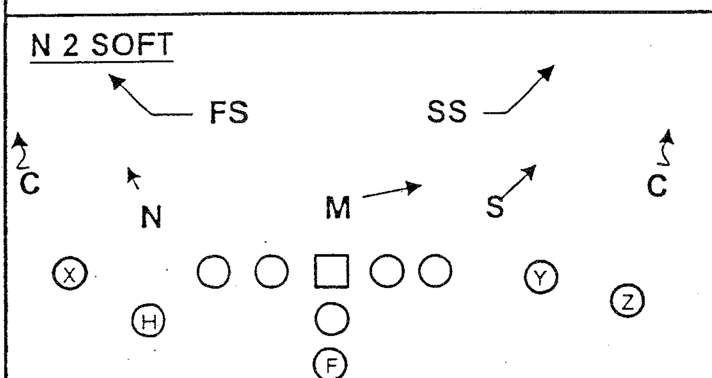
EXAMPLES:

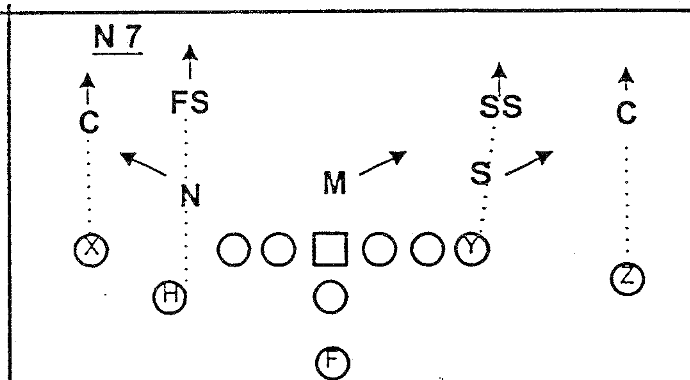
N 2
N 2 ROLL
N 2 SOFT
N 3
N 4
N 7
N 8 STRONG
N 8 WEAK

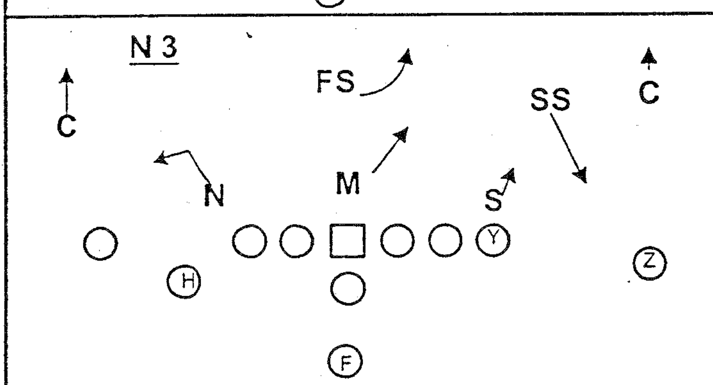
N 1 ROBBER
N 5
N 5 DOUBLE #2
N 5 DOUBLE #5

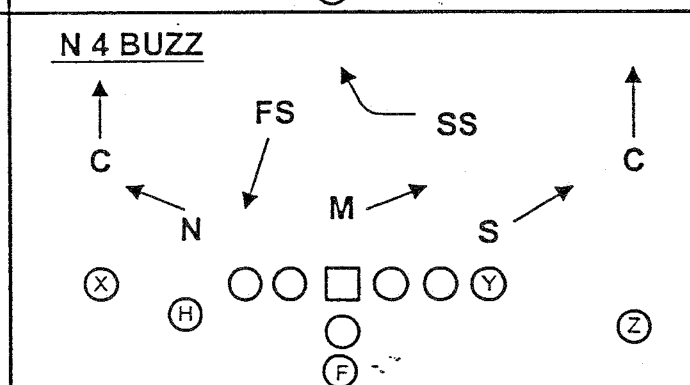
NKL COVERAGE (ZONE)

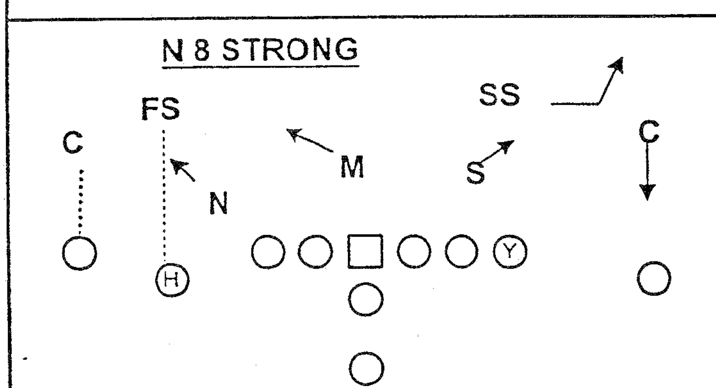


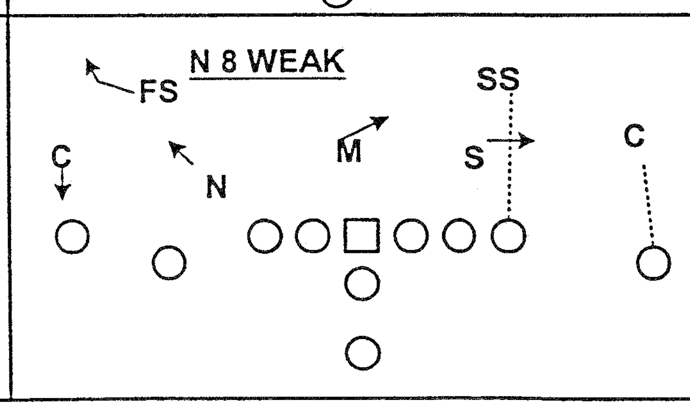






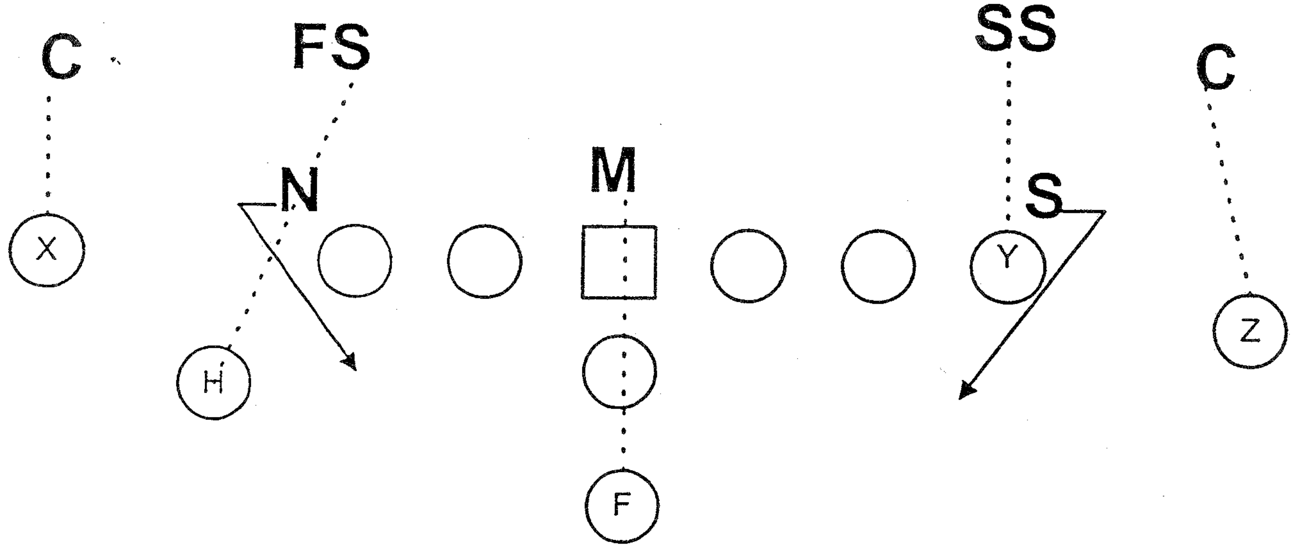




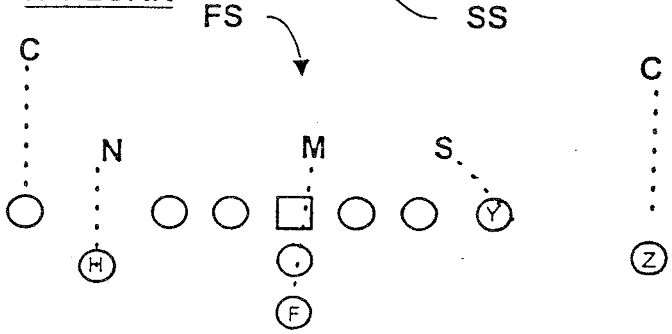


NKL COVERAGE (MAN)

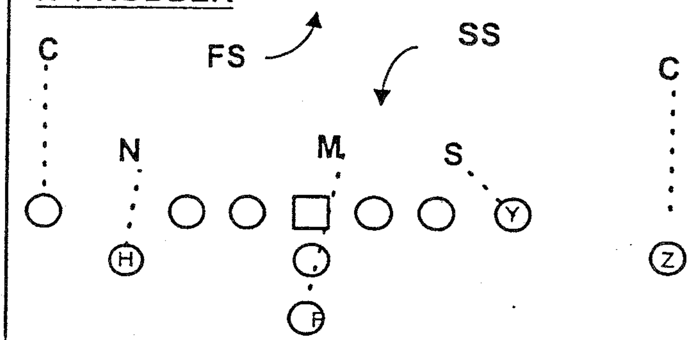
N 0 DOG



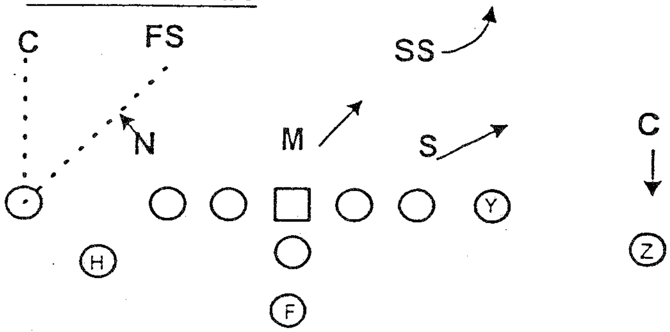
N 1 LURK



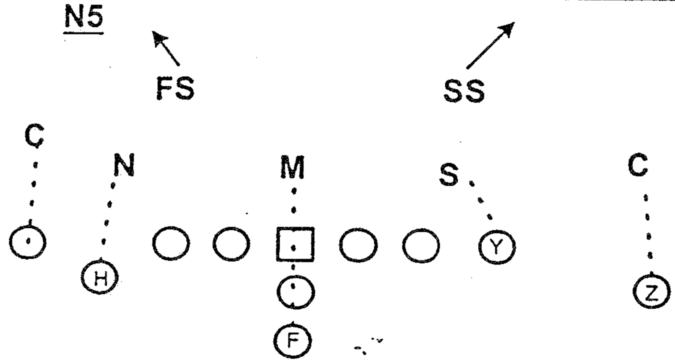
N 1 ROBBER



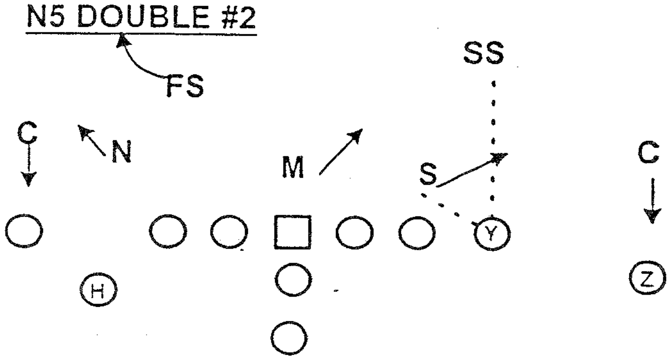
N5 DOUBLE #5



N5



N5 DOUBLE #2



OFFENSE SERIES SUMMARY 2001

TEENS	-	-	HB RUNS
20's	-	-	DROP BACK PASSES (DIVIDE)
30's	-	-	FB RUNS
40's	-	-	DRAW SERIES
50's	-	-	DROP BACK PASS (DIVIDE) (SECURE)
60's	-	-	WILL NOT BE USED
70's	-	-	DROP BACK PASS (FLOW - AWAY FROM TE)
80's	-	-	DROP BACK PASS (UNUSUALS)
90's	-	-	SINGLE BACK RUNS
0-9 SERIES	-	-	RUNNER INTO HOLE

RUN SERIES

TEEN SERIES

1) HALFBACK CARRYING THE BALL

2) 2ND NUMBER IS POINT OF ATTACK (HOLE)

3) WORDS SHALL DESCRIBE TYPE OR STYLE OF BLOCKING AT POINT OF ATTACK

4) 10 & 11 WILL BE TRAPS WITH HB CARRIES

30 SERIES

1) FULLBACK CARRIES THE BALL

2) 2ND NUMBER IS POINT OF ATTACK (HOLE)

3) WORDS SHALL DESCRIBE TYPE OR STYLE OF BLOCKING AT POINT OF ATTACK.

4) 30 & 31 WILL BE TRAPS WITH FB CARRYING

40 SERIES

1) THIS IS THE DRAW SERIES

2) BOTH THE FB & HB WILL CARRY THE BALL [HB - FB]

3) 2ND NUMBER IS POINT OF ATTACK (HOLE)

4) WORDS MAY DESCRIBE THE TYPE OR STYLE OF BLOCKING AT THE POINT OF ATTACK

5) EVEN WITH SOLO (ONE BACK) OFFENSE THE DRAWS WILL REMAIN IN THE 40 SERIES

RUN SERIES - CONT'D

90 SERIES

1) THIS IS THE SINGLE OR ONE BACK RUN ATTACK. THE LONE BACK BEHIND THE QUARTERBACK. (EXCEPTION - DRAWS (40 SERIES)

2) THE FB OR HB SHALL CARRY THE BALL WHEN DESIGNATED THE SOLO OR SINGLE BACK

3) THE SINGLE BACK BASIC ALIGNMENT SHALL BE AT 6 1/2 YARDS IN A (2) TWO POINT STANCE

4) 2ND NUMBER IS POINT OF ATTACK (HOLE)

5) WORDS SHALL DESCRIBE TYPE OR STYLE OF BLOCKING AT POINT OF ATTACK

0 - 9 SERIES

1) THIS SERIES SHALL DESIGNATE THE RUNNER AND THE HOLE CALLED

2) THE BACK SHALL BE CALLED HB OR FB

3) THE HOLE OF ATTACK SHALL BE CALLED 0-9

4) WORDS MAY DESCRIBE TYPE OR STYLE OF BLOCKING AT POINT OF ATTACK

NEW YORK JETS OFFENSE
MINI CAMP APRIL 27TH - 29TH
RUN GAME INSERTION

FIRST DAY LIST

19-18 TOSS CRACK	R	B	F WIDER F SHORT (Y OUTSIDE) <E> (F) WIDE X SHORT (CLOSE) <ZEB HB>
18-19 TOSS GATOR		B	UNDER CLOSE F STRONG // ZIP BUNCH <E>
18-19 TOSS TEX BOSS		B	TIP GREEN // WIDE HIP
16-17 OUTSIDE		B	F TRIP SLOT (WALTZ) // (F) WIDE <ZEB HB>
16-17 OUTSIDE FORCE		B	ZOOM F TREY // EXIT (F) WIDE TWIN <ZEB HB>
16-17 POWER	R	A	ZIP RED <TIGER> (JUMP) (DANCE) UNDER (FAR) F STRONG (CLOSE)
*JAB 16-17 F GAP		A	QUEEN (ZIP) // KING FUZZ (DANCE) // F WIDE FIP
*SAME 16-17 F GAP		A	CHANGE (DANCE) // ZOOM CHANGE (WALTZ)
14-15 SLASH	R	B	QUEEN <TIG> // GREEN <TIG> // SOLO <TIG>
*14-15 SLASH BIG		B	GREEN (JUMP) <TIG> // KING FUZZ (DANCE)
*14-15 SLASH SOLO (GHOST)		B	TRIP // TREY <ZEB> <ZEB HB>
15-14 BOB	R	B	QUEEN SLOT (ZIP) (ZOOM) (WALTZ) JUMP (DANCE) GREEN <TIGER>
35-34 COUNTER AWAY GY		A	RED CLOSE A-C STRONG (Y OFF) TIP TREY (NEAR)
15-14 COUNTER AWAY GT (GF)		A	FLEX <TIGER> // BOX
JAB 15-14 FOG	R	A	ZIP KING // WIDE HIP
*ACT 45-44 BASE	R	B	QUEEN (SLOT) // ZOOM GREEN (SLOT)
*45-44 BASE AWAY		B	GREEN (ZIP) (ZOOM)
JAB 16-17 F GAP Z REVERSE LT/RT		A	QUEEN

SECOND DAY LIST

*15-14 KICK	#2	CHANGE (DANCE) <E> <TIGER>
*FB AT 3+2 (FLIP)	#2	QUEEN <E> // ZOOM QUEEN SLOT (ZIP)
*SPRINT DRAW LT / RT	#2	UP // F TRIP (FAR) <4W>
*SLOW DRAW RIGHT	#2	(F) WIDE RIGHT <ZEB> // TRIP <ZEB> <ZEB HB>

NEW YORK JETS OFFENSE
MINI CAMP INSTALLATION #2 APRIL 27TH , 2001

RUN GAME:

✓(19-18 TOSS CRACK)/(EOL crack)		R	B	F WIDER F SHORT (Y OUTSIDE) <E> (F) WIDE X SHORT (CLOSE) <ZEB HB>
18-19 TOSS GATOR			B	UNDER CLOSE F STRONG // ZIP BUNCH <E>
18-19 TOSS TEX BOSS			B	TIP GREEN // WIDE HIP
16-17 OUTSIDE			B	F TRIP SLOT (WALTZ) // (F) WIDE <ZEB HB>
16-17 OUTSIDE FORCE			B	ZOOM F TREY // EXIT (F) WIDE TWIN <ZEB HB>
✓(16-17 POWER)(EOL)	7	R	A	ZIP RED <TIGER> (JUMP) (DANCE) UNDER (FAR) F STRONG (CLOSE)
✓*JAB 16-17 F GAP	7		A	QUEEN (ZIP) // KING FUZZ (DANCE) // F WIDE FIP
✓*SAME 16-17 F GAP			A	CHANGE (DANCE) // ZOOM CHANGE (WALTZ)
JAB GO backside (14-15 SLASH) (EOL) ← (SAME as 16/17 Power)	7	R	B	QUEEN <TIG> // GREEN <TIG> // SOLO <TIG>
*14-15 SLASH BIG			B	GREEN (JUMP) <TIG> // KING FUZZ (DANCE)
*14-15 SLASH SOLO (GHOST)			B	TRIP // TREY <ZEB> <ZEB HB>
(15-14 BOB)(ISO)	7	R	B	QUEEN SLOT (ZIP) (ZOOM) (WALTZ) JUMP (DANCE) GREEN <TIGER>
*15-14 KICK	7		#2	CHANGE (DANCE) <E> <TIGER>
35-34 COUNTER AWAY GY	7		A	RED CLOSE A-C STRONG (Y OFF) TIP TREY (NEAR)
15-14 COUNTER AWAY GT (GF)	7		A	FLEX <TIGER> // BOX
(JAB 15-14 FOG)(misdirection opposite LB)	7	R	A	ZIP KING // WIDE HIP
*FB AT 3+2 (FLIP)			#2	QUEEN <E> // ZOOM QUEEN SLOT (ZIP)

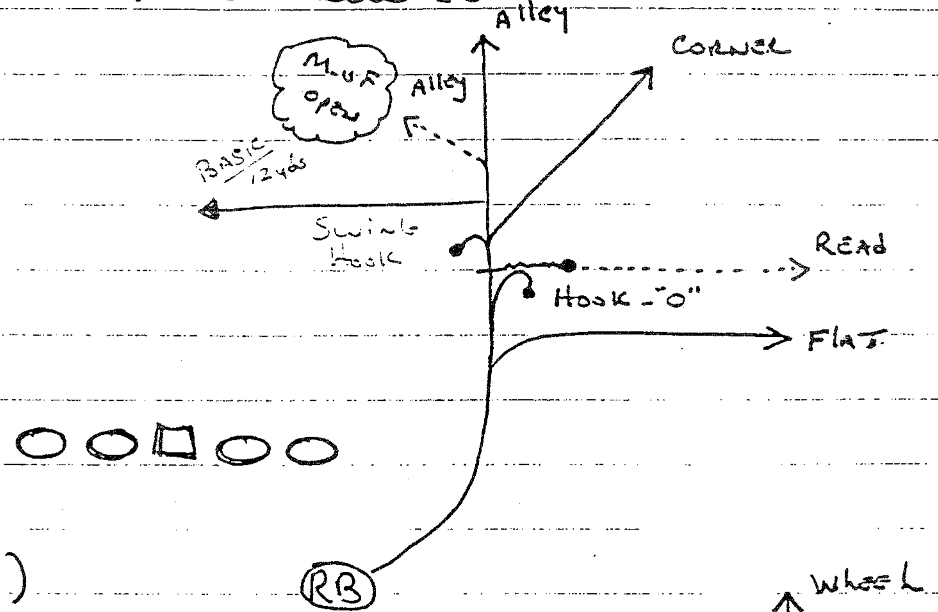
DRAWS:

(*ACT 45-44 BASE)(Iso to called side)		R	B	QUEEN (SLOT) // ZOOM GREEN (SLOT)
*45-44 BASE AWAY			B	GREEN (ZIP) (ZOOM)
*SPRINT DRAW LT / RT			#2	UP // F TRIP (FAR) <4W>
*SLOW DRAW RIGHT			#2	(F) WIDE RIGHT <ZEB> // TRIP <ZEB> <ZEB HB>

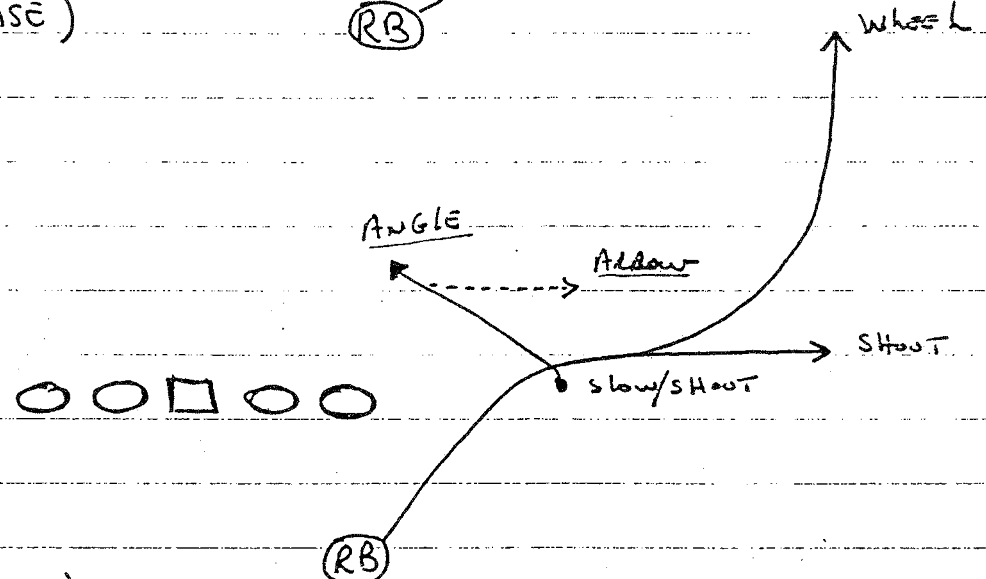
DECEPTIVES:

(JAB 16-17 F GAP Z REVERSE LT/RT)	A	QUEEN

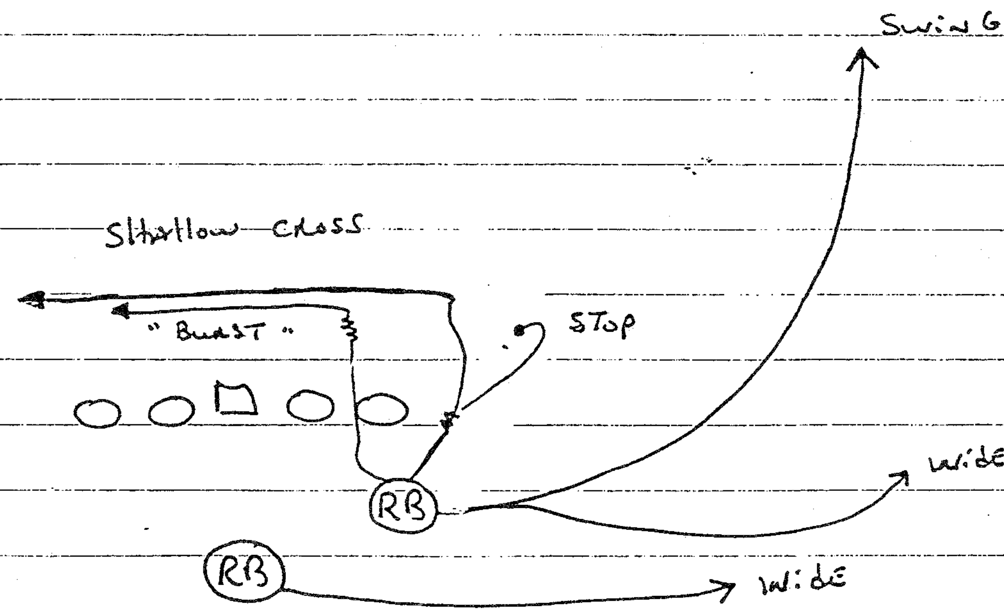
RB's PASS ROUTES



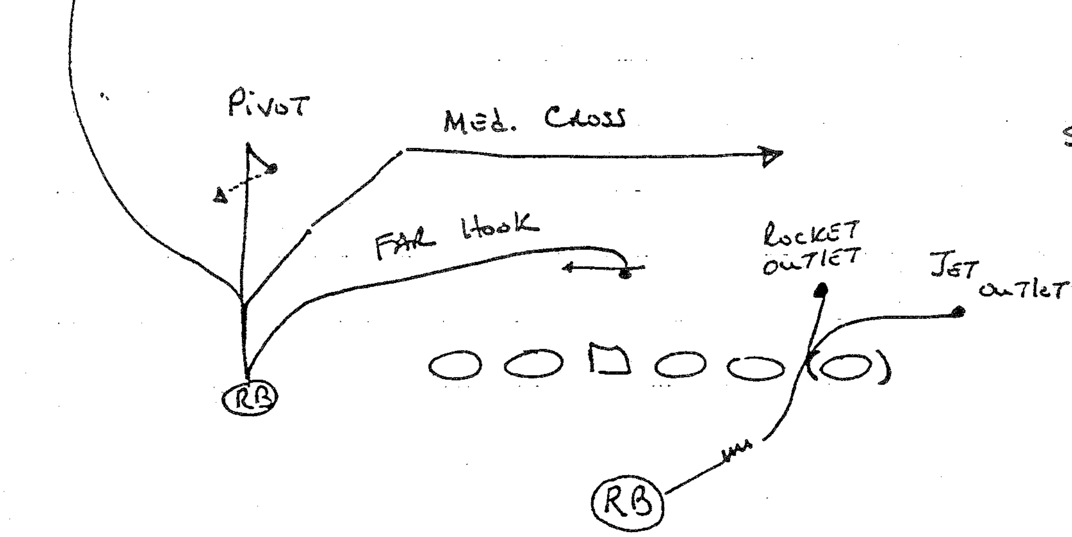
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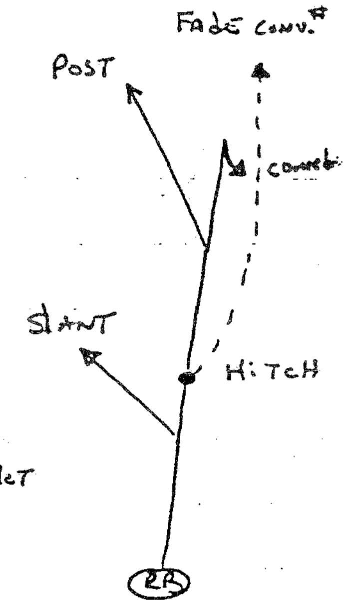


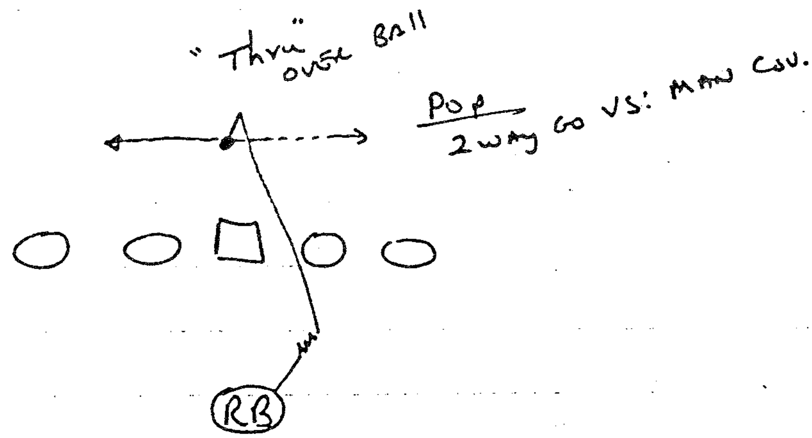
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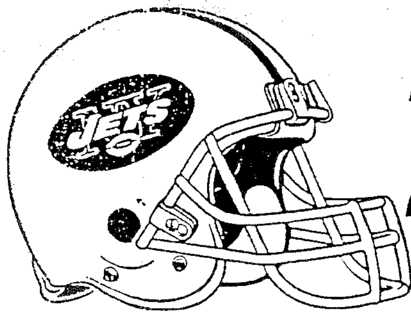


RB's Pass Routes

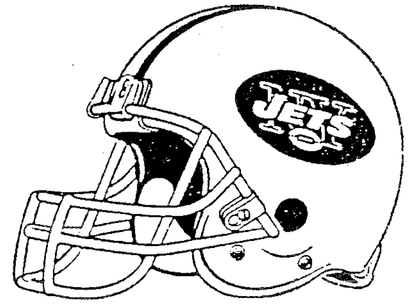








2001



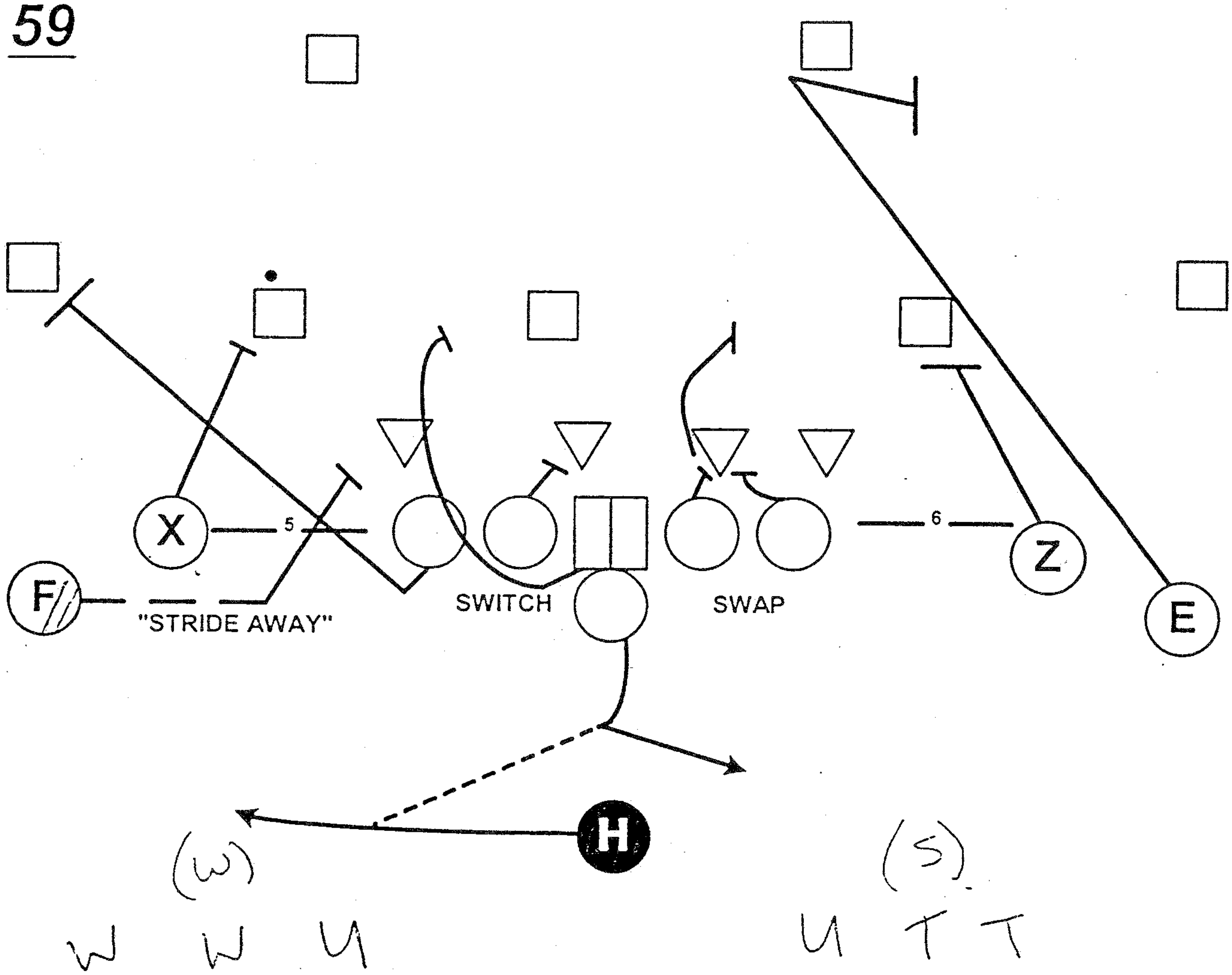
NEW YORK JETS OFFENSE

8 / 9 HOLE

19 / 18 TOSS CRACK

F WIDER RIGHT (LEFT) F SHORT (Y OUTSIDE) <E>
19 (18) TOSS CRACK

59



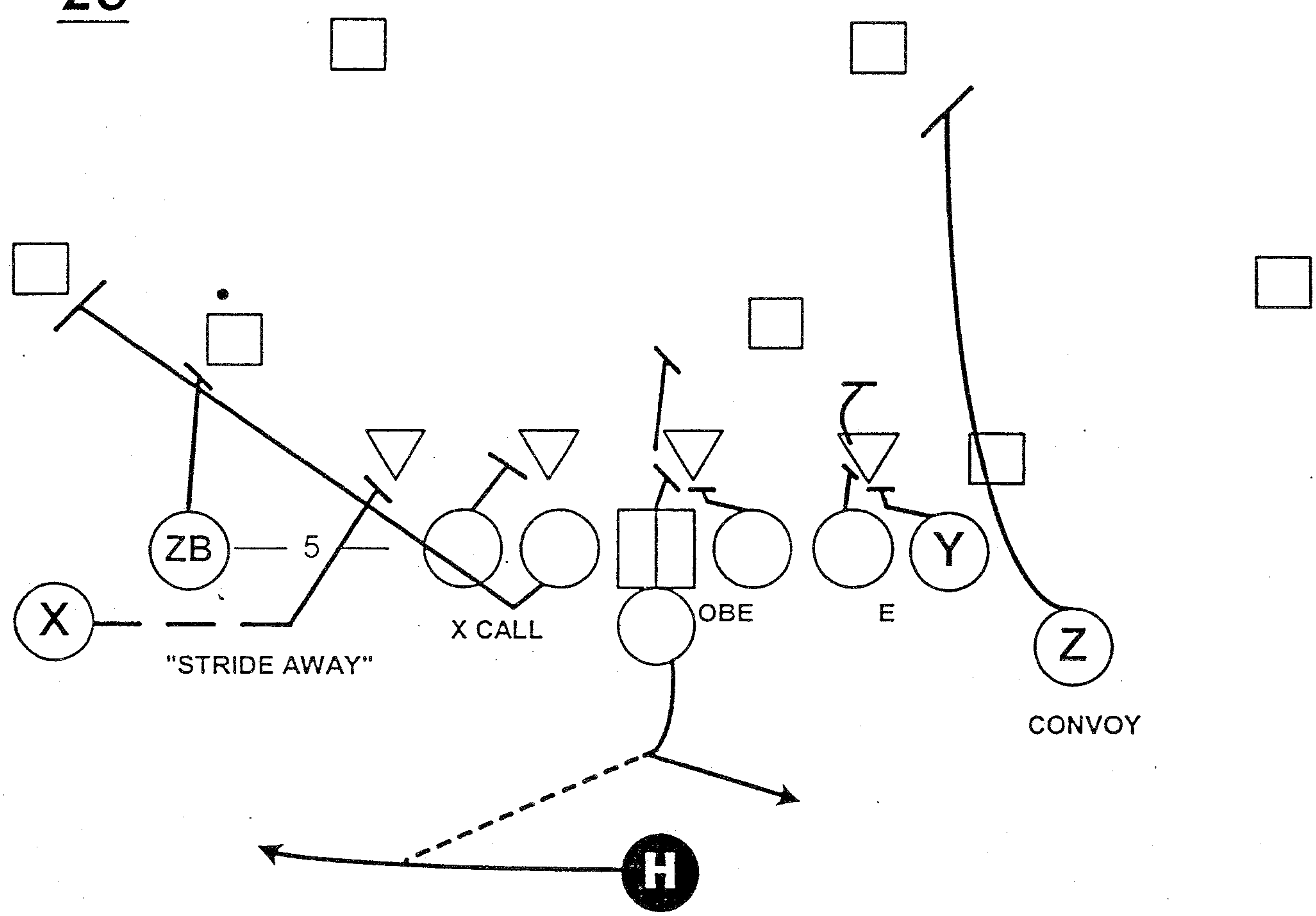
NOTES:

BASIC OUTSIDE ZONE PHILOSOPHY OFFSIDE WITH A CRACK (GAP) SCHEME OFFSIDE ENABLING US TO SPLIT THE DEFENSE.

19 / 18 TOSS CRACK

(F) WIDE RIGHT(LEFT) X SHORT CLOSE <ZB HB>
19 (18) TOSS CRACK

25



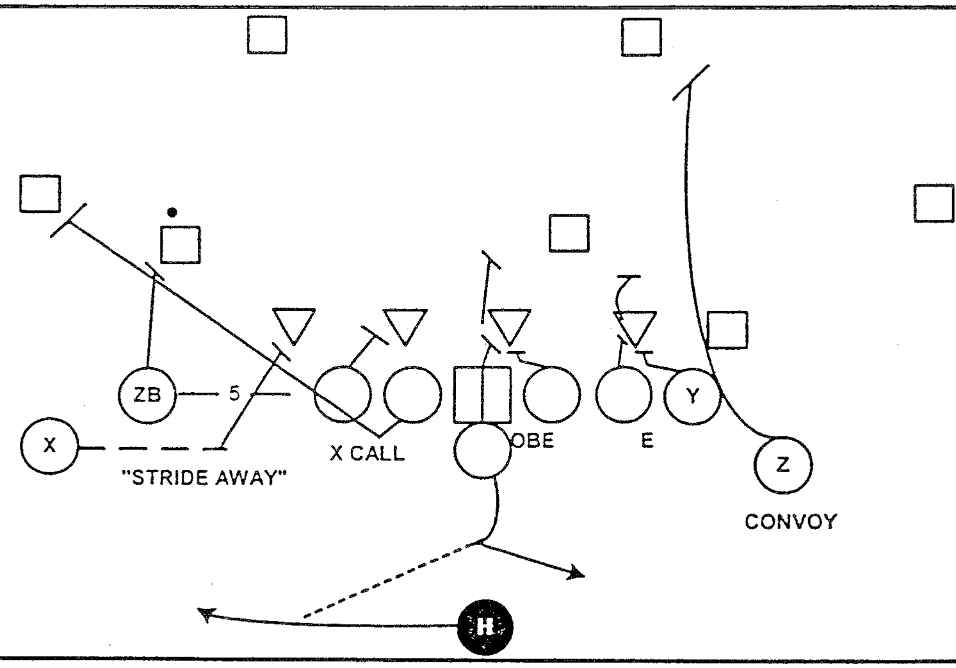
NOTES:

BASIC OUTSIDE ZONE PHILOSOPHY OFFSIDE WITH A CRACK (GAP) SCHEME OFFSIDE ENABLING US TO SPLIT THE DEFENSE.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	19 (18) TOSS CRACK	F WIDER F SHORT (Y OUTSIDE) <E> // (F) WIDE X SHORT CLOSE <ZB HB>

25



QB	REVERSE PIVOT, DEAD BALL PITCH, AIMING POINT IS OUTSIDE NUMBER. KEY THOUGHT = "PERFECT"... LANDMARK IS "1 STRIDE" AWAY.

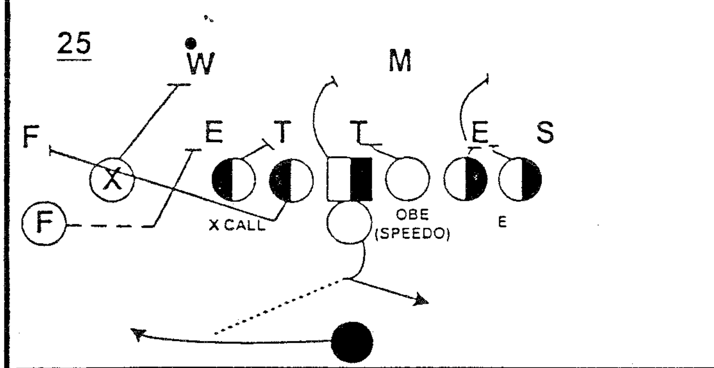
BALL CARRIER

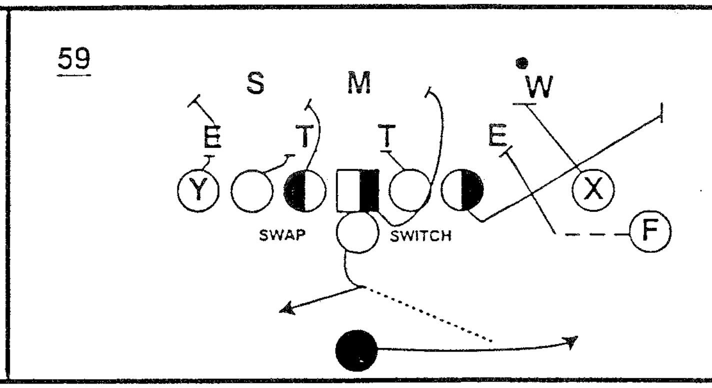
1. FOOTWORK: -SPEED RELEASE...EMPH: CROSSOVER TECH.
   C.P.: SECURE THE BALL.
2. COURSE & LANDMARK: -STRETCH DEFENSE...DECISION POINT TE'S AREA...
3. DOT RUNNING (1ST LEVEL): -KEY CRACK AREA...EMPH: FIND THE CREASE/LANE AND ACCELERATE...
4. 2ND LEVEL: -EXPECT AN UNBLOCKED SAFETY/DB...MAKE HIM MISS.

FB	ONSIDE: BLOCK 1ST DEFENDER INSIDE OR OFF L.O.S....MOTION LANDMARK IS "ONE STRIDE AWAY" OFFSIDE: BLOCK CONVOY (NEAR SAFETY) RULES. ALERT: TEAM....
X	BLOCK 2ND DEFENDER INSIDE ON OR OFF THE L.O.S. OFFSIDE RULE - CONVOY.
Z	BLOCK 1ST DEFENDER INSIDE OVER OR OFF THE L.O.S. OFFSIDE RULE - 1ST DEFENDER INSIDE OVER OR OFF L.O.S. (CUT-OFF)

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	19 (18) TOSS CRACK	F WIDER F SHORT (Y OUTSIDE) <E> // (F) WIDE X SHORT CLOSE <ZB HB>

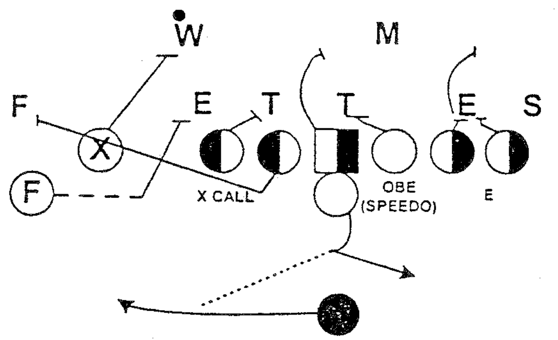




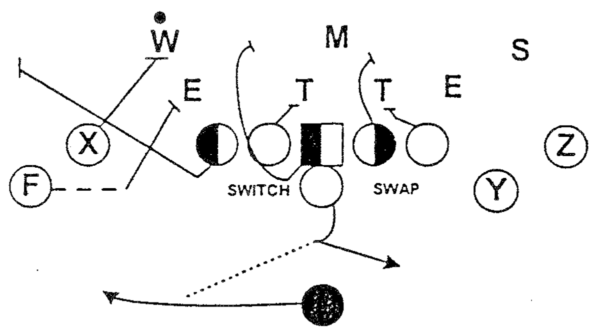
Y -ONSIDE-	BACKSIDE ZONE PRINCIPLE. POSSIBLE: E BLOCK W/ OT OR TEAM BLOCK WITH T = C.T.A. POSS: SPIKE.
T	BACKSIDE ZONE PRINCIPLE. POSSIBLE: E BLOCK W/ OT OR TEAM BLOCK WITH Y = C.T.A.
ONSIDE TACKLE	PULL BLOCK FORCE ALERT: GUARD BUBBLE "X" CALL
ONSIDE GUARD	BASE BLOCK - UNCOVERED MIRROR PULL FOR MIKE . ALWAYS 'X' vs. WIDE DT ALIGNMENT. ALERT SWITCH CALL BY OC.
CENTER	BASE BLOCK - UNCOVERED MIRROR PULL FOR MIKE. ALERT: SWITCH CALL VS.OFFSET NT.
OFFSIDE GUARD	BASE BLOCK - INSIDE CUT-OFF - ALERT ELEPHANT - CENTER'S GONE CALL - OBE.
OFFSIDE TACKLE	BASE BLOCK - INSIDE CUT-OFF - ALERT ELEPHANT - SWAP - SPIKE - E.
FULLBACK	ONSIDE: BLOCK 1ST DEFENDER INSIDE OR OFF L.O.S....MOTION LANDMARK IS "ONE STRIDE AWAY" OFFSIDE: BLOCK CONVOY (NEAR SAFETY) RULES. ALERT: TEAM....
HALFBACK	SPEED RELEASE - ....STRETCH DFENSE...DECISION POINT: TE's AREA.

SERIES	PLAY	BASE FORMATIONS
TEENS	19 (18) TOSS CRACK	F WIDER F SHORT (Y OUTSIDE) <E> // (F) WIDE X SHORT CLOSE <ZB HB>

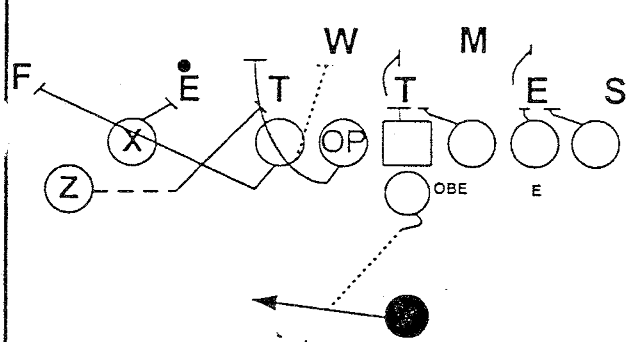
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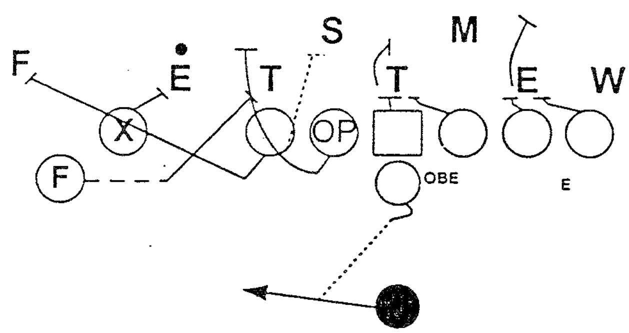
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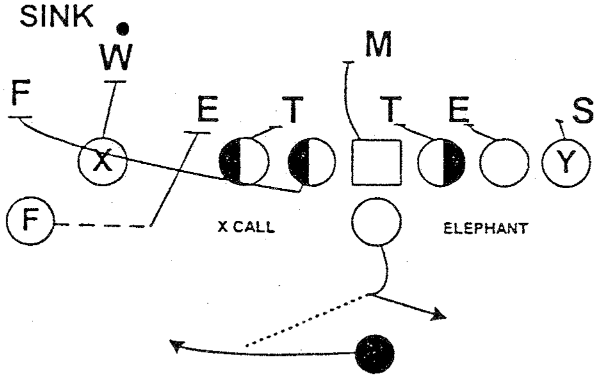
25
OKIE



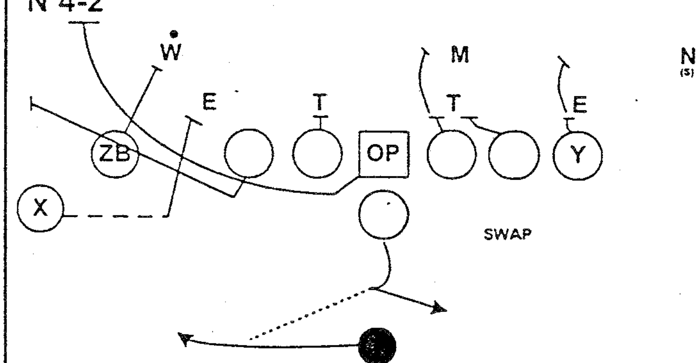
57
OKIE



25
SINK



N 4-2

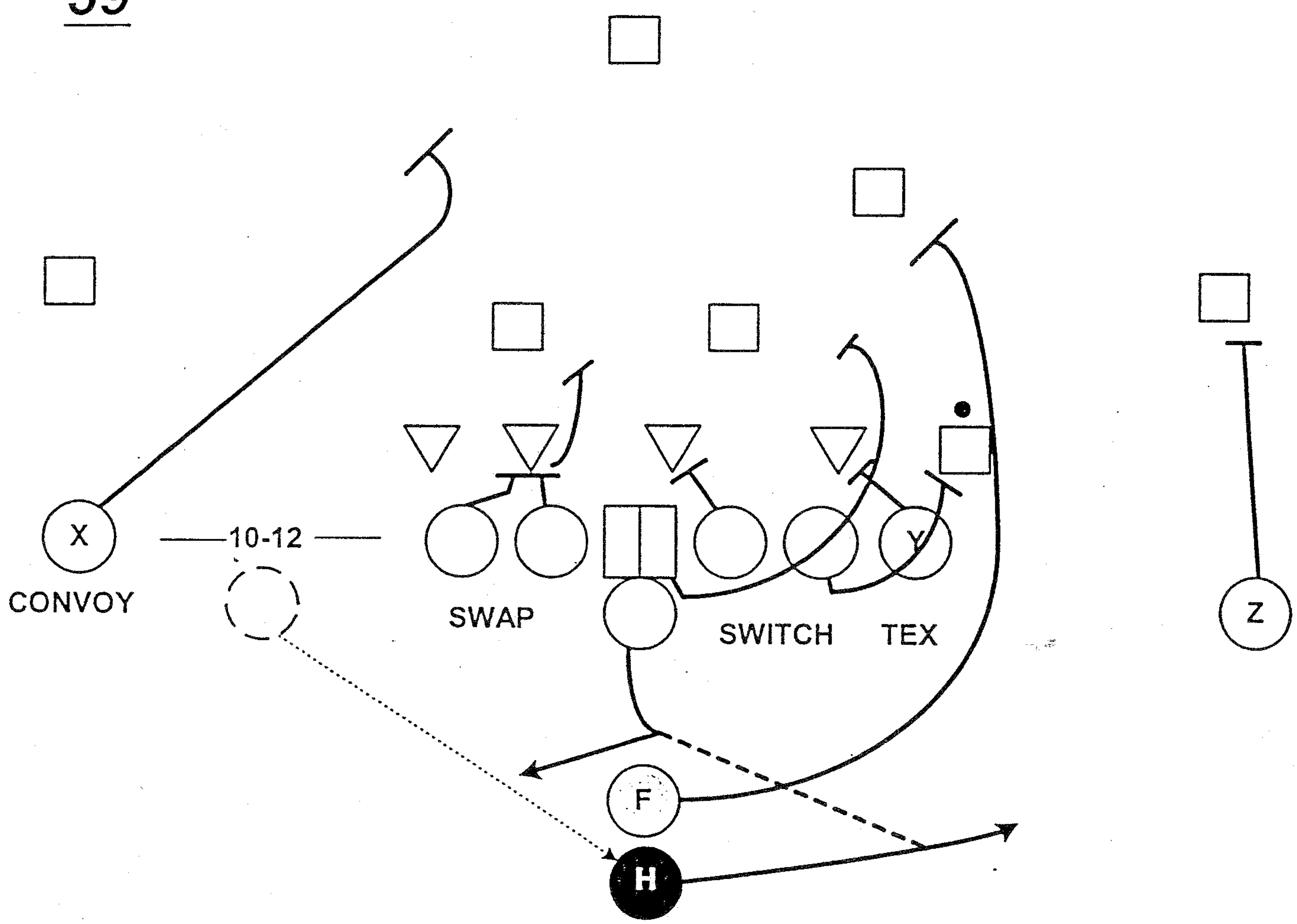


NOTES:

18 / 19 TOSS TEX BOSS

WIDE RIGHT (LEFT) HIP
18 (19) TOSS TEX BOSS

59



NOTES:

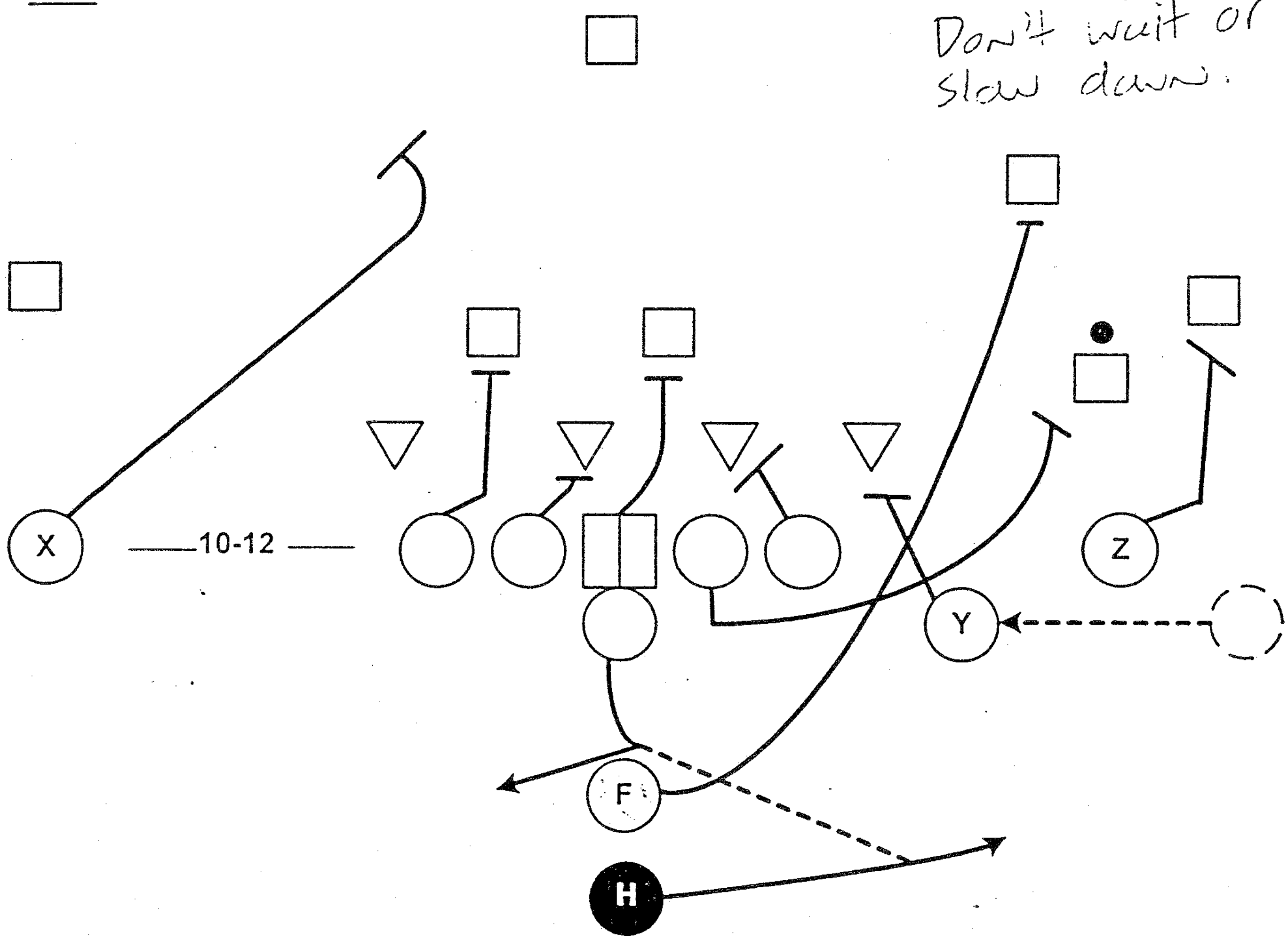
BASIC OUTSIDE ZONE PHILOSOPHY WITH A TEX/BOSS SCHEME DESIGNED TO SPLIT THE DEFENDER.

18 / 19 TOSS TEX BOSS

TIP GREEN RIGHT (LEFT)
18 (19) TOSS TEX BOSS

Strong safety, or LB may cross fac. Don't wait or slow down.

59



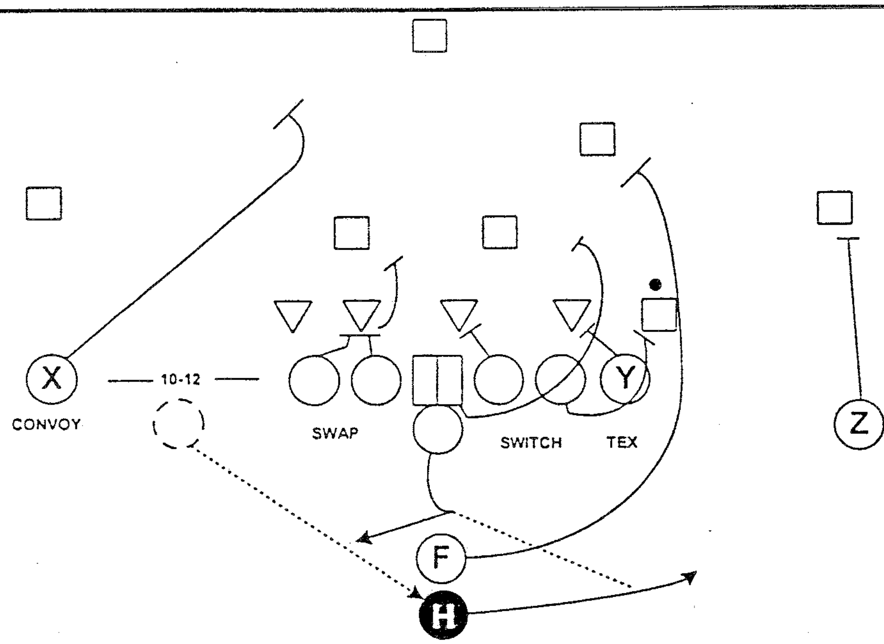
NOTES:

BASIC OUTSIDE ZONE PHILOSOPHY WITH A TEX/BOSS SCHEME DESIGNED TO SPLIT THE DEFENDER.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	18 (19) TOSS TEX BOSS	WIDE HIP // GREEN TIP

59



QB	REVERSE PIVOT, DEAD BALL PITCH, AIMING POINT IS OUTSIDE NUMBER. "PERFECT" MOTION...LANDMARK IS 1 STRIDE AWAY.

BALL CARRIER

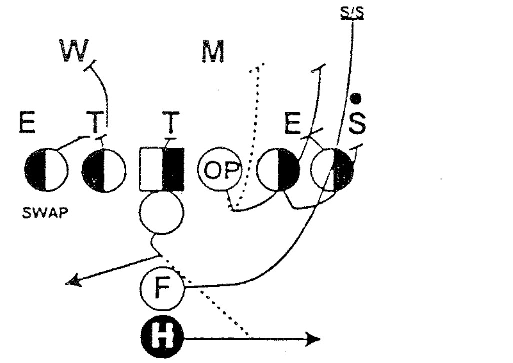
1. FOOTWORK: -SPEED RELEASE...EMPH: CROSSOVER TECH.....C.P.: SECURE THE BALL.
2. COURSE & LANDMARK: -STRETCH DEFENSE...DECISION POINT TE'S AREA...
3. DOT RUNNING (1ST LEVEL): -KEY CRACK AREA...EMPH: FIND THE CREASE/LANE AND ACCELERATE...
4. 2ND LEVEL: -EXPECT AN UNBLOCKED SAFETY/DB...MAKE HIM MISS.

FB	ONSIDE: BLOCK FORCE - INSIDE/OUT APPROACH...WITH AND WITHOUT MOTION. C.P. LANDMARK OUTSIDE LEG OF OFF-TACKLE ON MOVEMENT.
X	BLOCK DEEPEST NEAR SAFETY (CONVOY).
Z	BLOCK NEAR CORNER.

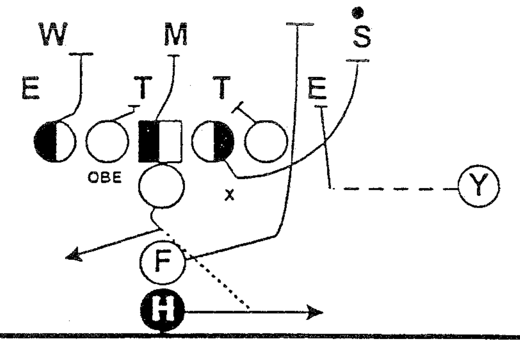
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	18 (19) TOSS TEX BOSS	WIDE HIP // TIP GREEN

25



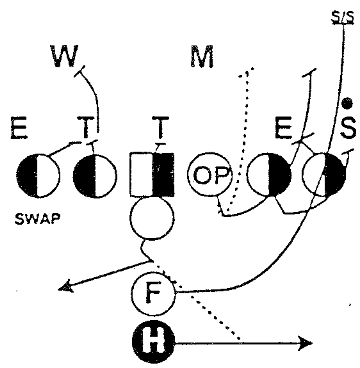
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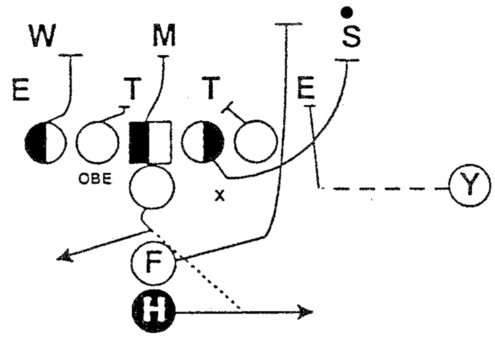
Y -ONSIDE-	TEX BLOCK W/ OT; DRIVE THRU THE NAPE OF NECK; -IF TIP MOTION, BLOCK EMLOS MOTION LANDMARK IS "STRIDE AWAY", AIMING POINT IS NEAR HIP AT 45 DEGREE ANGLE. C.P.: YOU ARE THE RB DECISION POINT! "FINISH"
T	N/A
ONSIDE TACKLE	PULL BLOCK SAM - POS: X CALL ALERT
ONSIDE GUARD	BASE BLOCK - HOOK TECHNIQUE - OPTION PULL ALERT - POSSIBLE SWITCH-SLIP - X CALL VS. 3 TECH.
CENTER	BASE BLOCK - HOOK TECHNIQUE - ALERT SWITCH-SLIP-OBE-MIRROR
OFFSIDE GUARD	BASE BLOCK - INSIDE CUT-OFF - ALERT SWAP/OBIE 3
OFFSIDE TACKLE	BASE BLOCK - INSIDE CUTOFF - ALERT SWAP
FULLBACK	ONSIDE: BLOCKFORCE - INSIDE/OUT APPROACH...WITH AND WITHOUT MOTION. C.P. LANDMARK OUTSIDE LEG OF OFF-TACKLE ON MOVEMENT.
HALFBACK	-SPEED RELEASE...EMPH: CROSSOVER TECH.....C.P.: SECURE THE BALL.-STRETCH DEFENSE...DECISION POINT TE'S AREA...-KEY CRACK AREA...EMPH: FIND THE CREASE/LANE AND ACCELERATE...-EXPECT AN UNBLOCKED SAFETY/DB...MAKE HIM MISS.

SERIES	PLAY	BASE FORMATIONS
TEENS	18 (19) TOSS TEX BOSS	WIDE HIP // TIP GREEN

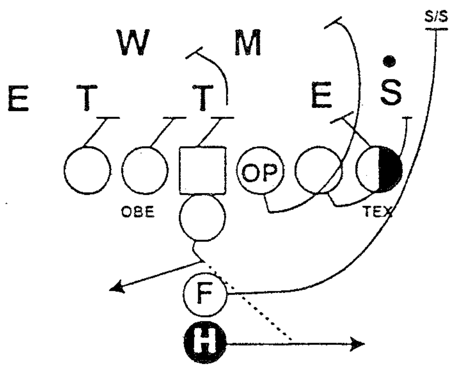
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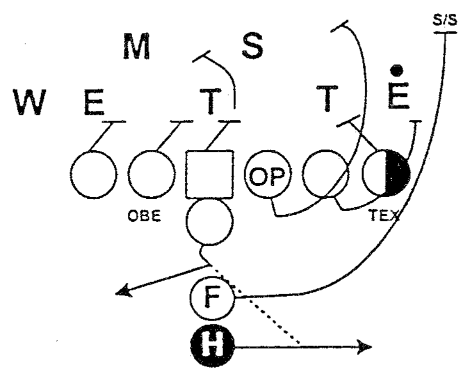
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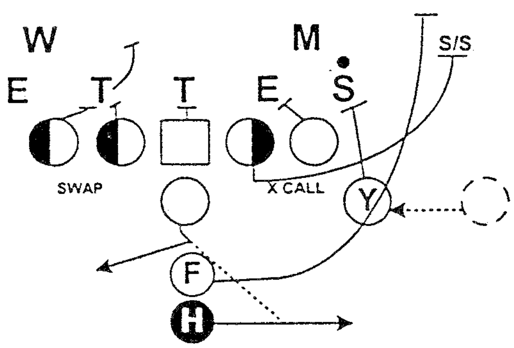
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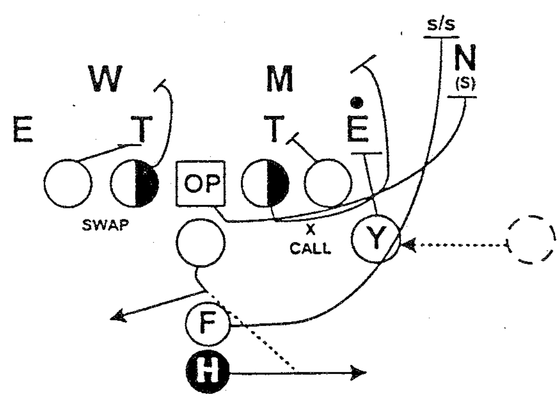
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OKIE



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SINK



N 4-2

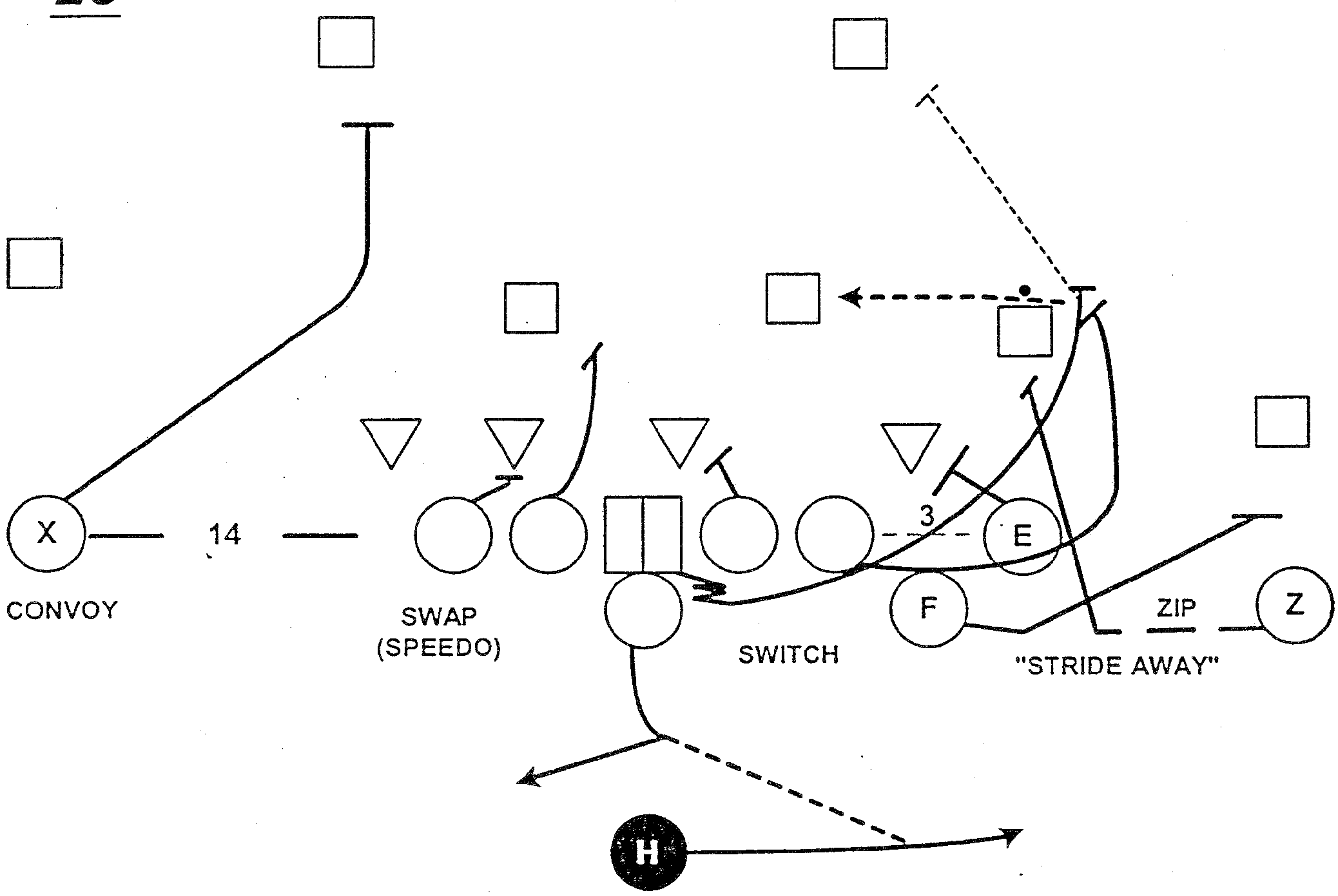


NOTES:

18 / 19 TOSS (CRACK) GATOR

ZIP RIGHT (LEFT) BUNCH <E>
18 (19) TOSS (CRACK) GATOR

25



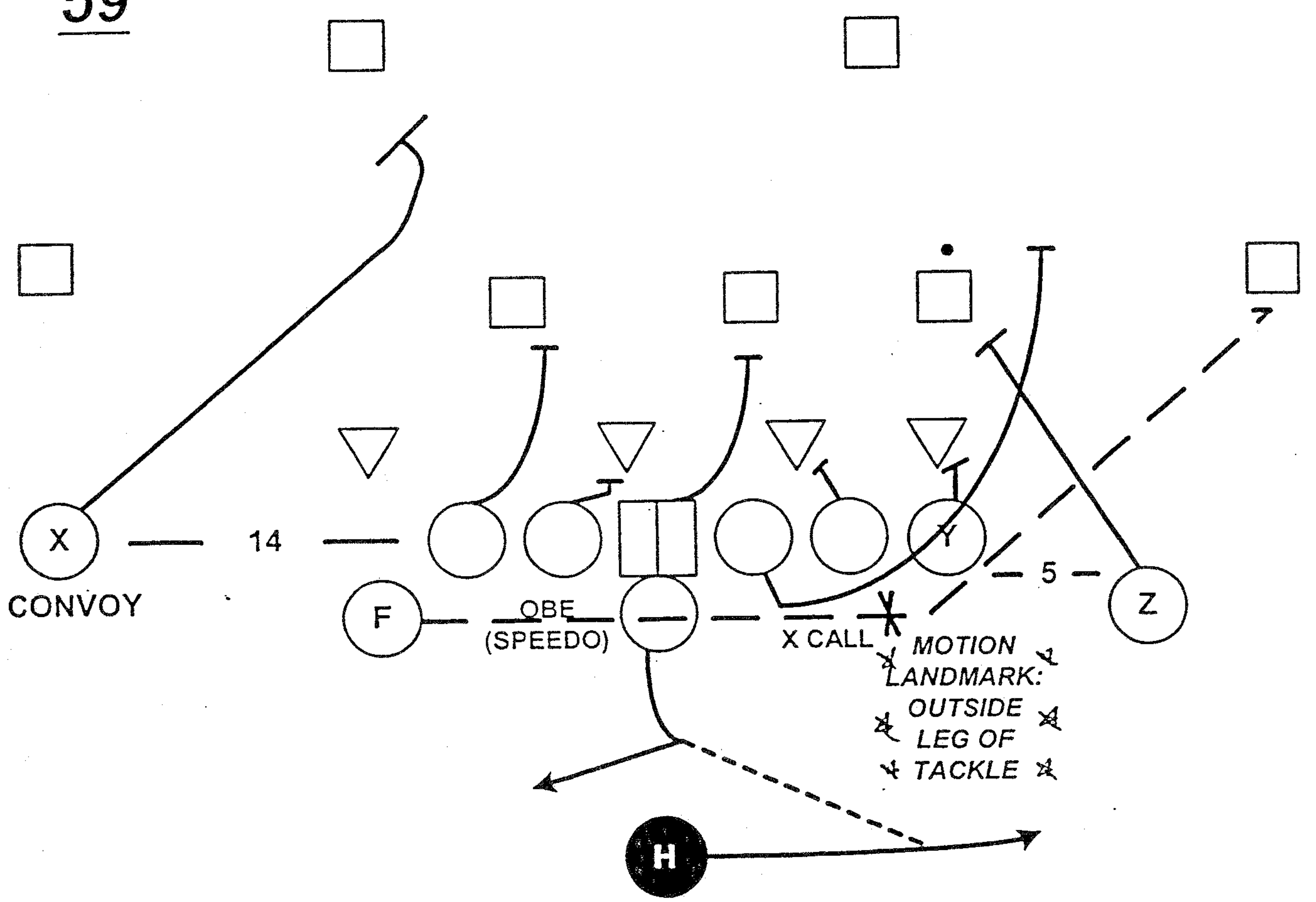
NOTES:

BASIC OUTSIDE ZONE PHILOSOPHY WITH A MODIFIED CRACK SCHEME ONSIDE.

18 / 19 TOSS (CRACK) GATOR

UNDER RIGHT (LEFT) CLOSE F STRONG
18 (19) TOSS GATOR

59



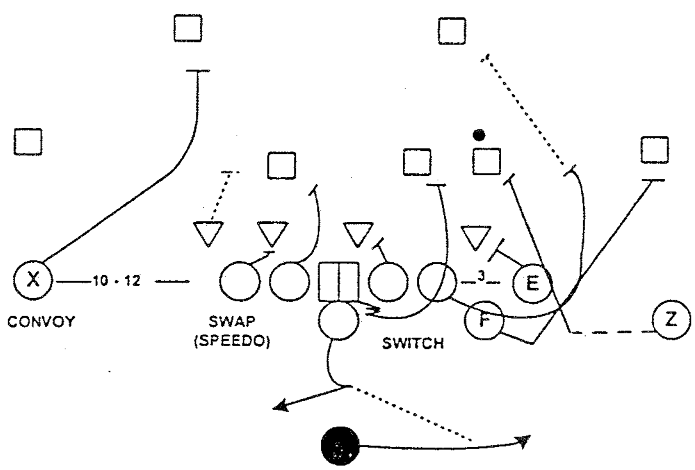
NOTES:

BASIC OUTSIDE ZONE PHILOSOPHY WITH A MODIFIED CRACK SCHEME ONSIDE.

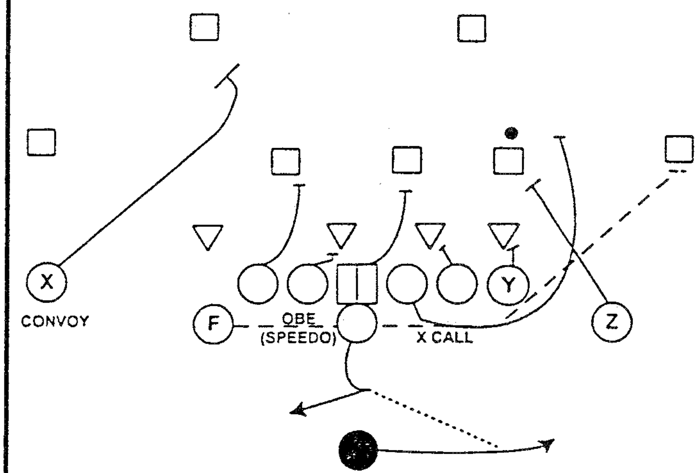
NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	18 (19) TOSS GATOR	UNDER CLOSE F STRONG // ZIP BUNCH <E>

25 ZIP RIGHT BUNCH <E>



59 UNDER CLOSE RIGHT F RIGHT



QB

REVERSE PIVOT, DEAD BALL PITCH, AIMING POINT IS OUTSIDE NUMBER.
KEY THOUGHT = "PERFECT"...
LANDMARK IS "1 STRIDE" AWAY, FOR MOTION INSIDE. LANDMARK FOR MOTION ACROSS IS OUTSIDE LEG OF TACKLE.

BALL CARRIER

1. FOOTWORK: -SPEED RELEASE...EMPH: CROSSOVER TECH.
   C.P.: SECURE THE BALL.
2. COURSE & LANDMARK: -STRETCH DEFENSE...DECISION POINT TE'S AREA...
3. DOT RUNNING (1ST LEVEL): -KEY CRACK AREA...EMPH: FIND THE CREASE/LANE AND ACCELERATE...
4. 2ND LEVEL: -EXPECT AN UNBLOCKED SAFETY/DB...MAKE HIM MISS.

FB

BLOCK FORCE - INSIDE / OUT APPROACH...WITH OR WITHOUT MOTION.
UP ALIGNMENT: BLOCK 1ST DEFENDER INSIDE ON OR OFF THE L.O.S.
C.P.: MOTION LANDMARK: OUTSIDE LEG OF OFF. TACKLE.
UP ALIGNMENT: Z's RULES - BLOCK 1ST DEFENDER INSIDE: OVER OR OFF L.O.S.

X

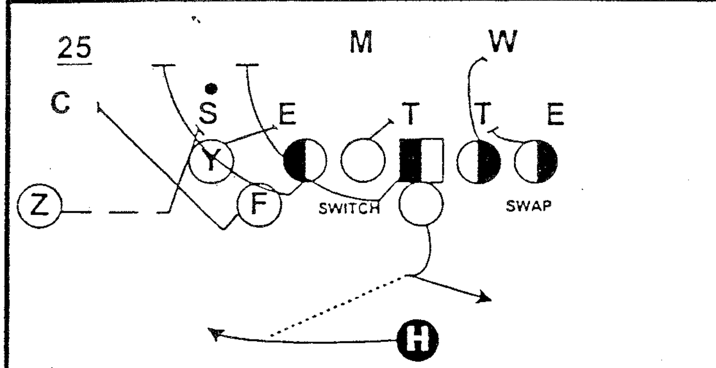
BLOCK DEEPEST NEAR SAFETY (CONVOY).

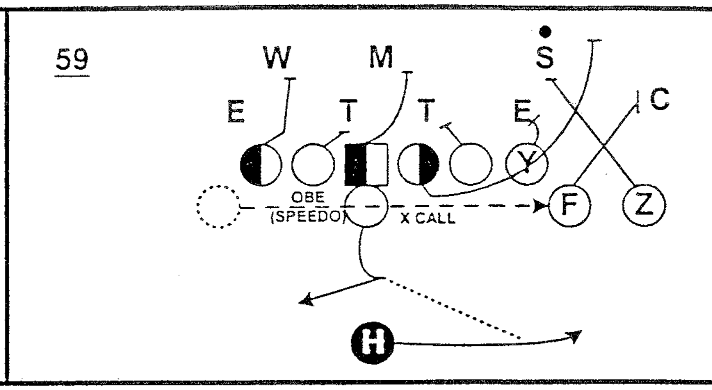
Z

BLOCK 1ST DEFENDER INSIDE: OVER OR OFF THE L.O.S. (VS. MOTION -Z- WILL BLOCK FORCE INSIDE/OUT)

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	18 (19) TOSS GATOR	UNDER CLOSE F STRONG // ZIP BUNCH <E>

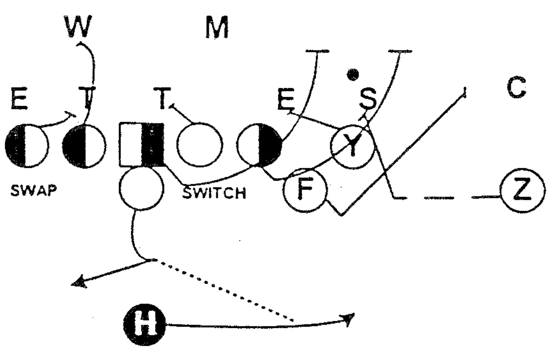




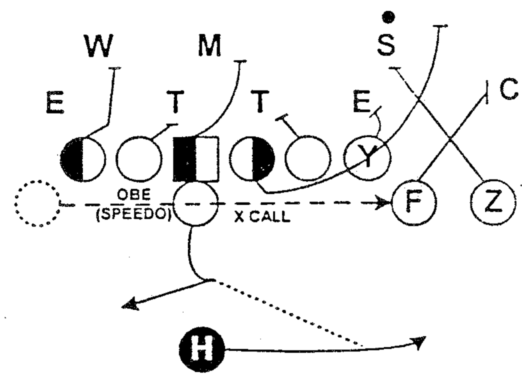
Y -ONSIDE-	1ST DEFENDER ON/OFF; IT IS AN ASSUMED TEX CALL. POSS: TEAM BLOCK **C.P. YOU MAY BE THE RB DECISION POINT! FINISH!**
T	YOU COULD BE #2 = BLOCK 1ST DEFENDER ON/OFF L.O.S. - POS: TEAM. YOU COULD BE #3 = PULL BLOCK FORCE INSIDE/OUT - IF TIGER, MOTION LANDMARK IS OUTSIDE LEG OF TACKLE. **C.P.: START WITH "SEE" STEP, KICK DEFENDER OUT. FINISH!**
ONSIDE TACKLE	PULL RUN ALLEY(GATOR BLOCK SS) ALERT: GUARD BUBBLE - THINK MIKE POSSIBLE: -"X" CALL
ONSIDE GUARD	BASE BLOCK - UNCOVERED PULL FOR (GATOR=MIKE) (TIGER/FISH FOR SS). RUN ALLEY IF FREE. ALWAYS 'X' vs. WIDE DT ALIGNMENT.
CENTER	BASE BLOCK - UNCOVERED PULL FOR GATOR=MIKE (TIGER/FISH FOR SS)
OFFSIDE GUARD	BASE BLOCK - INSIDE CUT-OFF - ALERT ELEPHANT - GONE CALL - OBE
OFFSIDE TACKLE	BASE BLOCK - INSIDE CUT-OFF - ALERT ELEPHANT - SWAP
FULLBACK	BLOCK FORCE - INSIDE / OUT APPROACH...WITH OR WITHOUT MOTION. UP ALIGNMENT: BLOCK 1ST DEFENDER INSIDE ON OR OFF THE L.O.S. C.P.: MOTION LANDMARK: OUTSIDE LEG OF OFF. TACKLE. UP ALIGNMENT: Z's RULES - BLOCK 1ST DEFENDER INSIDE: OVER OR OFF L.O.S.
HALFBACK	SPEED RELEASE - ...STRETCH DEFENSE DECISION POINT - TE's AREA.

SERIES	PLAY	BASE FORMATIONS
TEENS	18 (19) TOSS GATOR	UNDER CLOSE F STRONG // ZIP BUNCH <E>

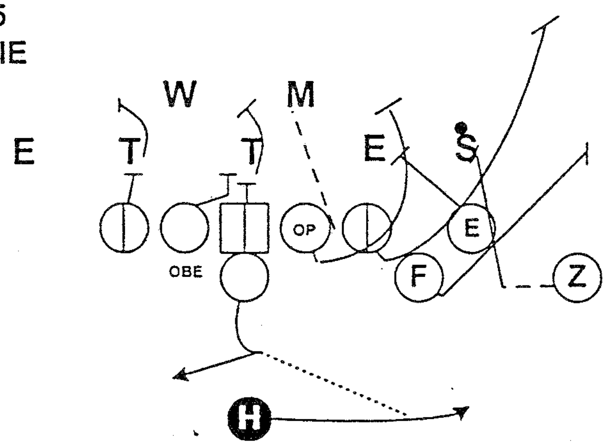
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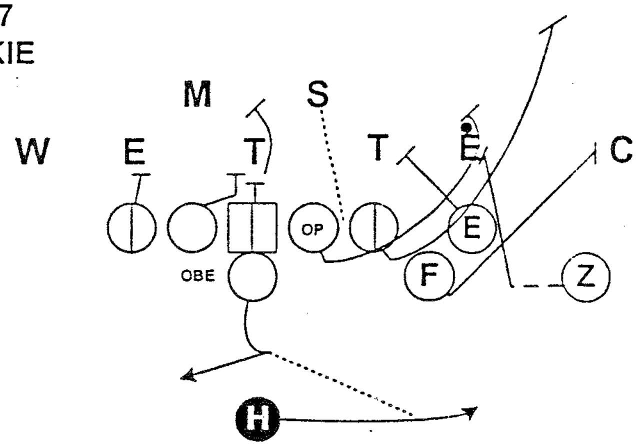
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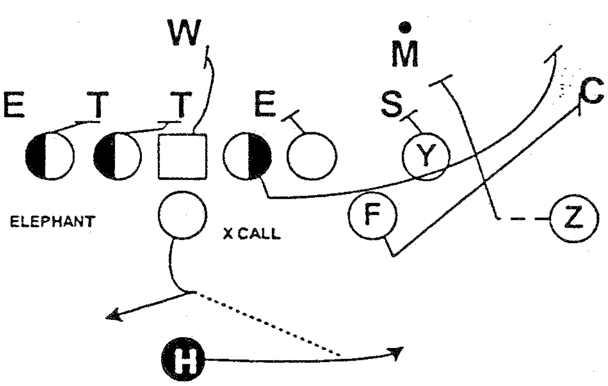
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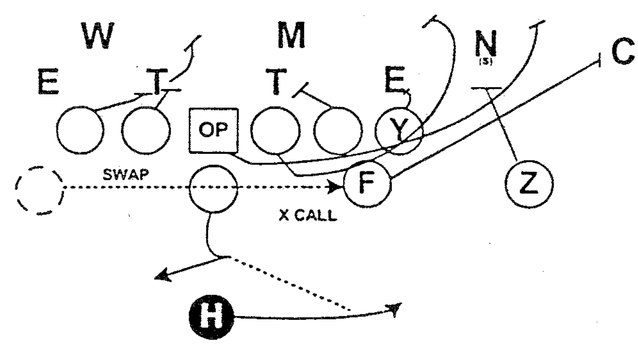
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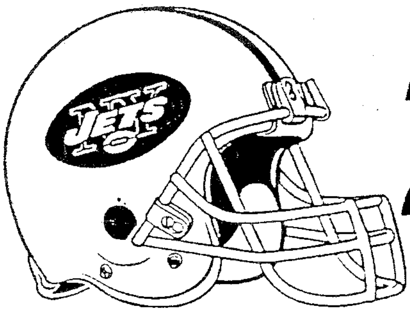
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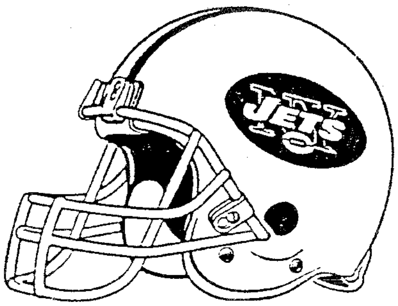
N 4-2



NOTES:



2001



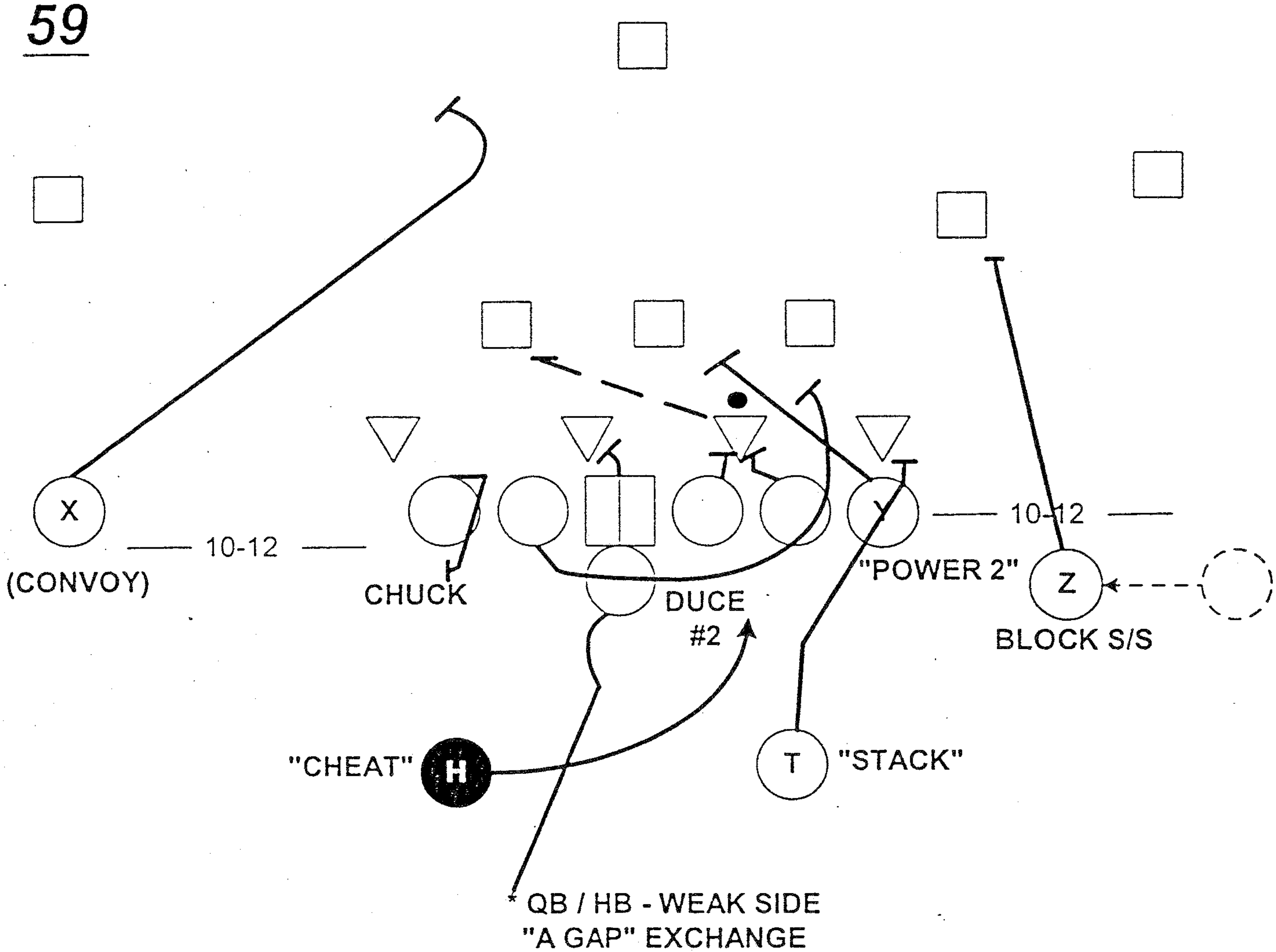
NEW YORK JETS OFFENSE

6 / 7 HOLE

16 / 17 POWER

ZIP RED RIGHT (LEFT) <TG> (JUMP) (DANCE)
16 (17) POWER

59

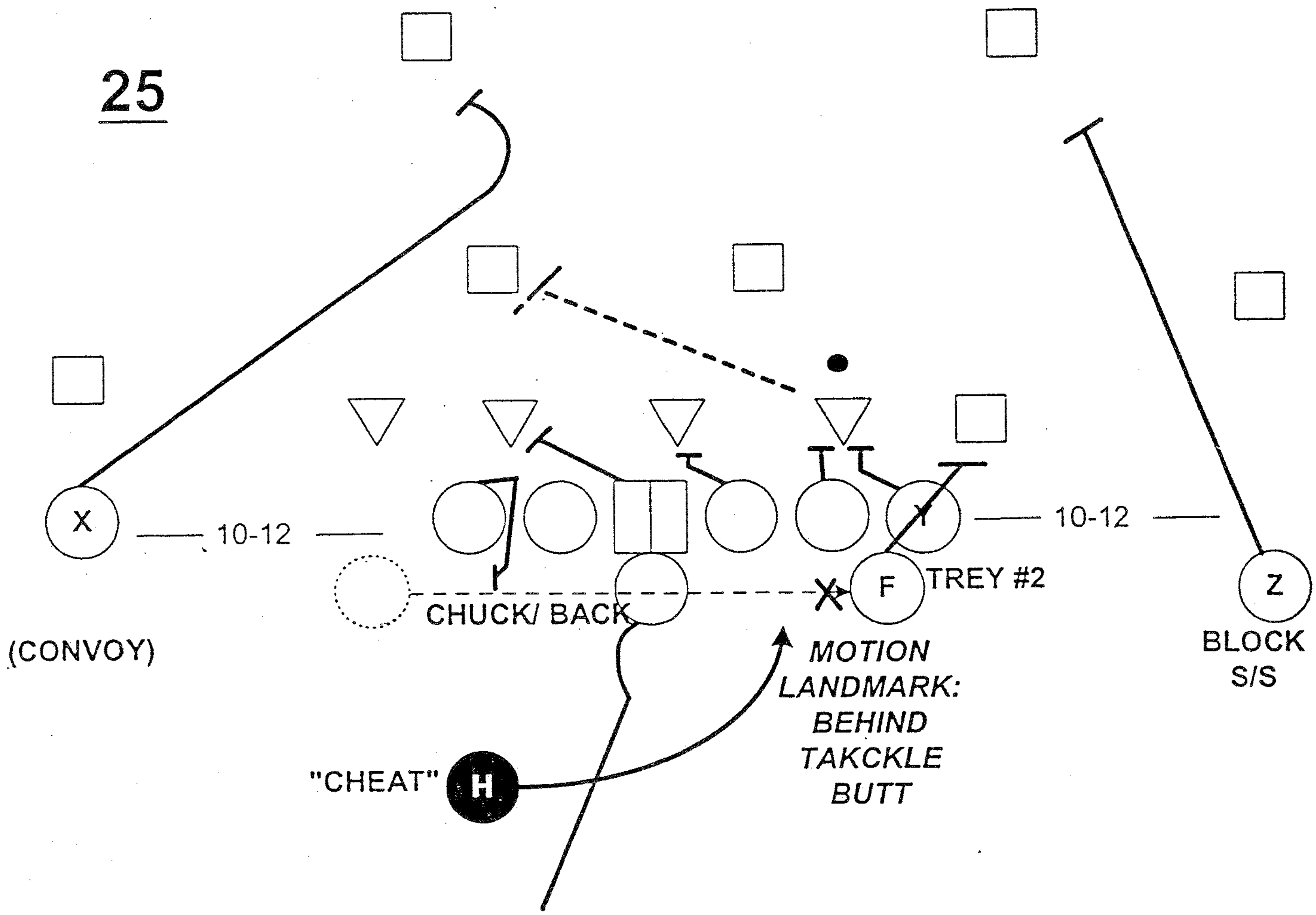


NOTES:

POWER GAP BLOCKING SCHEME DESIGN SPLIT THE DEFENSE BETWEEN THE 6 AND 7 HOLE.

16 / 17 POWER

UNDER (FAR) RIGHT (LEFT) F STRONG (CLOSE)
16 (17) POWER

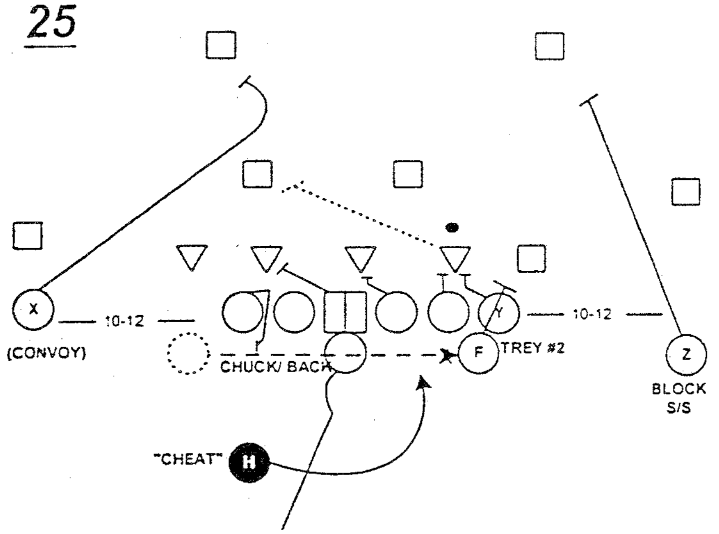


NOTES: **POWER GAP BLOCKING SCHEME DESIGN SPLIT THE DEFENSE BETWEEN THE 6 AND 7 HOLE.**

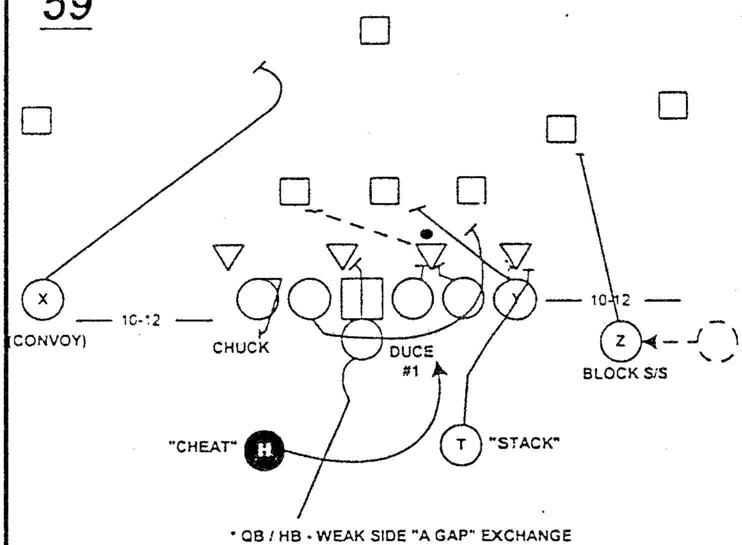
NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) POWER	ZIP RED (JUMP) (DANCE) <TG> // UNDER (FAR) F STRONG

25



59



QB	OPEN TO THE BALL CARRIER WITH BUTT TO THE HOLE. SEAT THE BALL. FIRST STEP IS AT 2:00 O'CLOCK. 2ND STEP IS AT 1 O'CLOCK.

BALL CARRIER

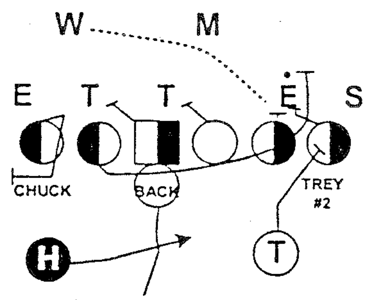
1. FOOTWORK: -RED: ALIGNMENT CHEAT...LATERAL SPEED RELEASE...GREEN: AGGRESSIVE ENTRY.
2. COURSE & LANDMARK: -RED: LATERAL EXCHANGE STAYING IN YOUR RELEAS LANE...GET DOWN HILL. PRESS L.O.S....GREEN: AGGRESSIVE ENTRY.
3. DOT RUNNING (1ST LEVEL): - KEY MAX BLOCK DUBLE TEAM - READ GUARD'S BLOCK.
4. 2ND LEVEL: -BE ALERT FOR LOOP DEFENDERS - TAKE THE BALL AGGRESSIVELY NORTH+SOUTH.

FB	BLOCK POWER RULES: INSIDE OUT APPROACH ANGLE...MAINTAIN LEVERAGE AND SUSTAIN YOUR BLOCK...
X	CONVOY RULE.
Z	BLOCK STRONG SAFETY.

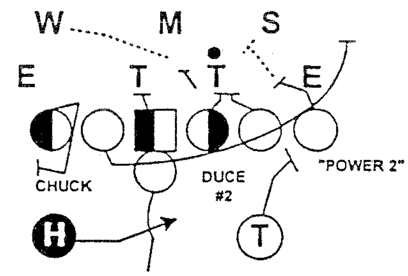
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) POWER	ZIP RED (JUMP) (DANCE) <TG> // UNDER (FAR) F STRONG

25



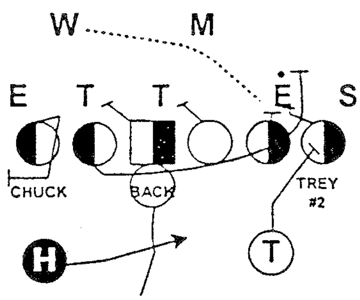
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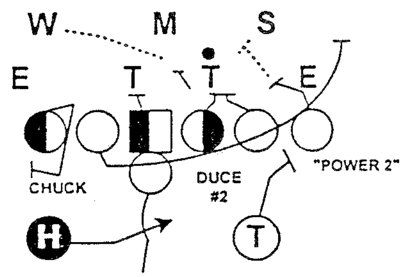
Y ONSIDE	IF OT COVERED - TREY TO B/S LB'ER. "J" STEP TO OUTSIDE HALF CYLINDER OF THE DE; VICE HIM OFF THE BALL EYES ON LB'ER. AIMING POINT IS NEAR HIP...IF OT BUBBLE: "INSIDE POWER TWO"; SQUARE TO 2ND LEVEL. IF DE CROSSES YOUR FACE YOU CRUSH HIM DOWN. IF SAM CROSSES TAKE HIM ON THE WAY TO MIKE. C.P.: INVITE DE WITH YOUR FOOTWORK (INSIDE "POWER TWO"); FINISH! POSSIBLE: "CAN TRADE" OR "CAN TEAR"). ALERT DOWN CALL.
T	USE FB RULES IF TG PERSONNEL
ONSIDE TACKLE	COVERED: POWER BLOCK DE TO BACKSIDE LB (TREY) ALERT M'S RUN THRU UNCOVERED: DUCE TO BACKSIDE LINEBACKER ALERT DOWN CALL TO Y IF BLOCKING INSIDE - BLOCK IS OFF.
ONSIDE GUARD	COVERED: BLOCK MAN OVER - POSSIBLE DUCE TO BACKSIDE LINEBACKER UNCOVERED: BLOCK DOWN ON MAN OVER CENTER - ACE
CENTER	BLOCK BACK ON 1ST MAN ON LOS - POSS. ACE VS DOUBLE BUBBLE OR BACK VS REDUCED.
OFFSIDE GUARD	PULL - READ F'S BLOCK AND LEAD INSIDE/OUTSIDE FOR MLB - FORCE 6 (7) HOLE ENTRY IF POSSIBLE.
OFFSIDE TACKLE	CHUCK DE TO WILL OR WILL TO DE
FULLBACK	BLOCK POWER RULES...AGGRESSIVE APPROACH...MAINTAIN LEVERAGE AND SUSTAIN YOUR BLOCK.
HALFBACK	RED: ALIGNMENT CHEAT - LATERAL SPEED RELEASE...STAYING IN YOUR LANE...GET DOWNHILL AND PRESS L.O.S...GREEN: AGGRESSIVE ENTRY - HUG THE "MAX" BLOCK (D/T).

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) POWER	ZIP RED (JUMP) (DANCE) <TG> // UNDER (FAR) F STRONG

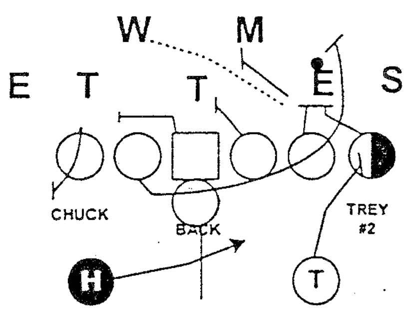
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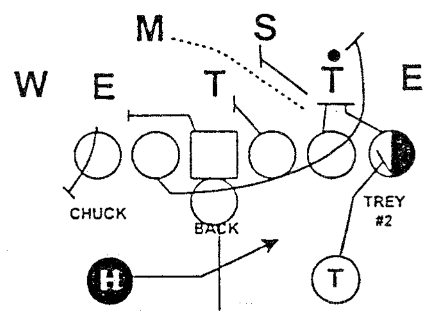
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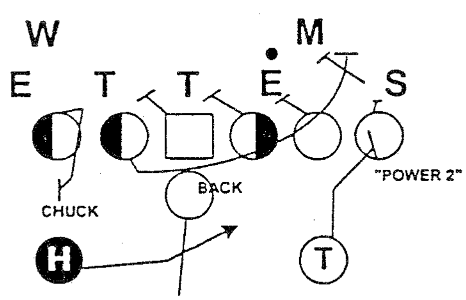
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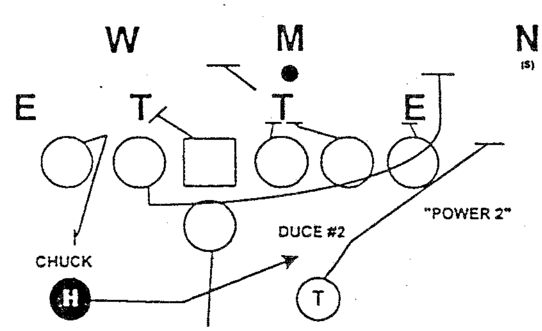
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SINK



N 4-2

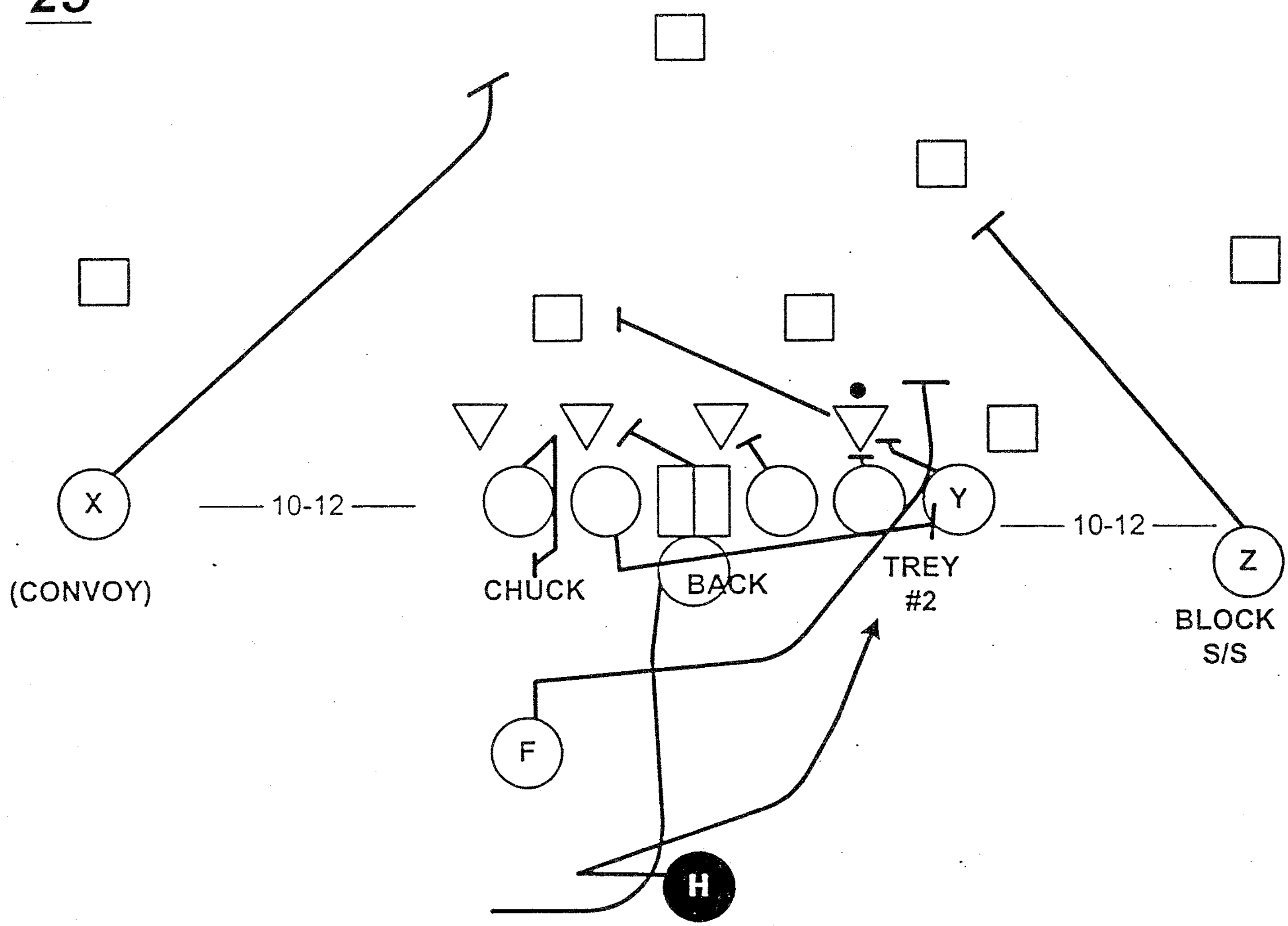


NOTES:

JAB 16 / 17 F GAP

QUEEN RIGHT (LEFT) (ZIP)
JAB16 (17) F GAP

25



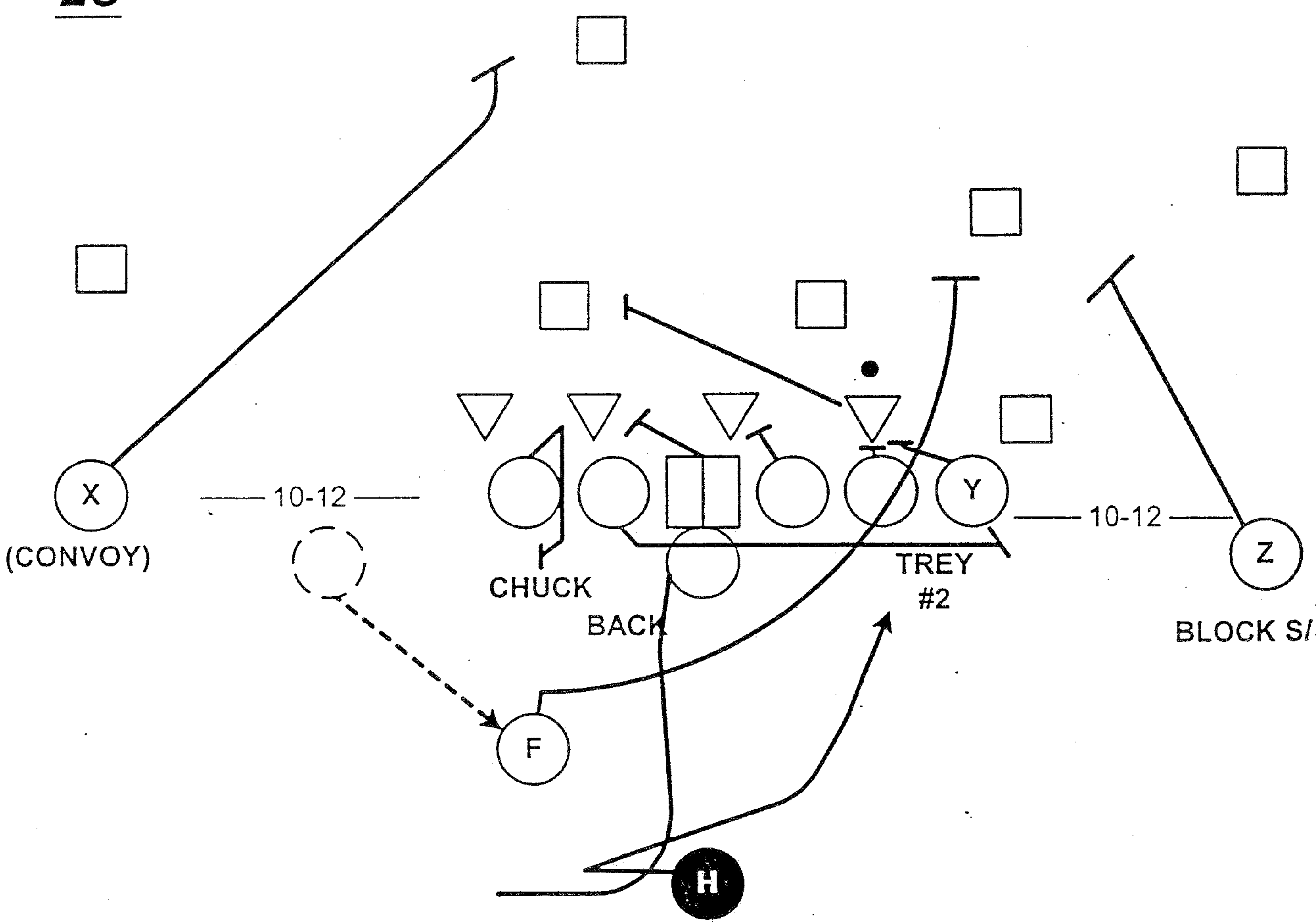
NOTES:

THIS IS A POWER GAP SCHEME THAT EXCHANGES THE ASSIGNMENT BETWEEN THE PULLING GUARD (TRAPPER) AND THE FULLBACK (WRAPPER).

JAB 16 / 17 F GAP

F WIDE RIGHT (LEFT) FIP
JAB 16 (17) F GAP

25



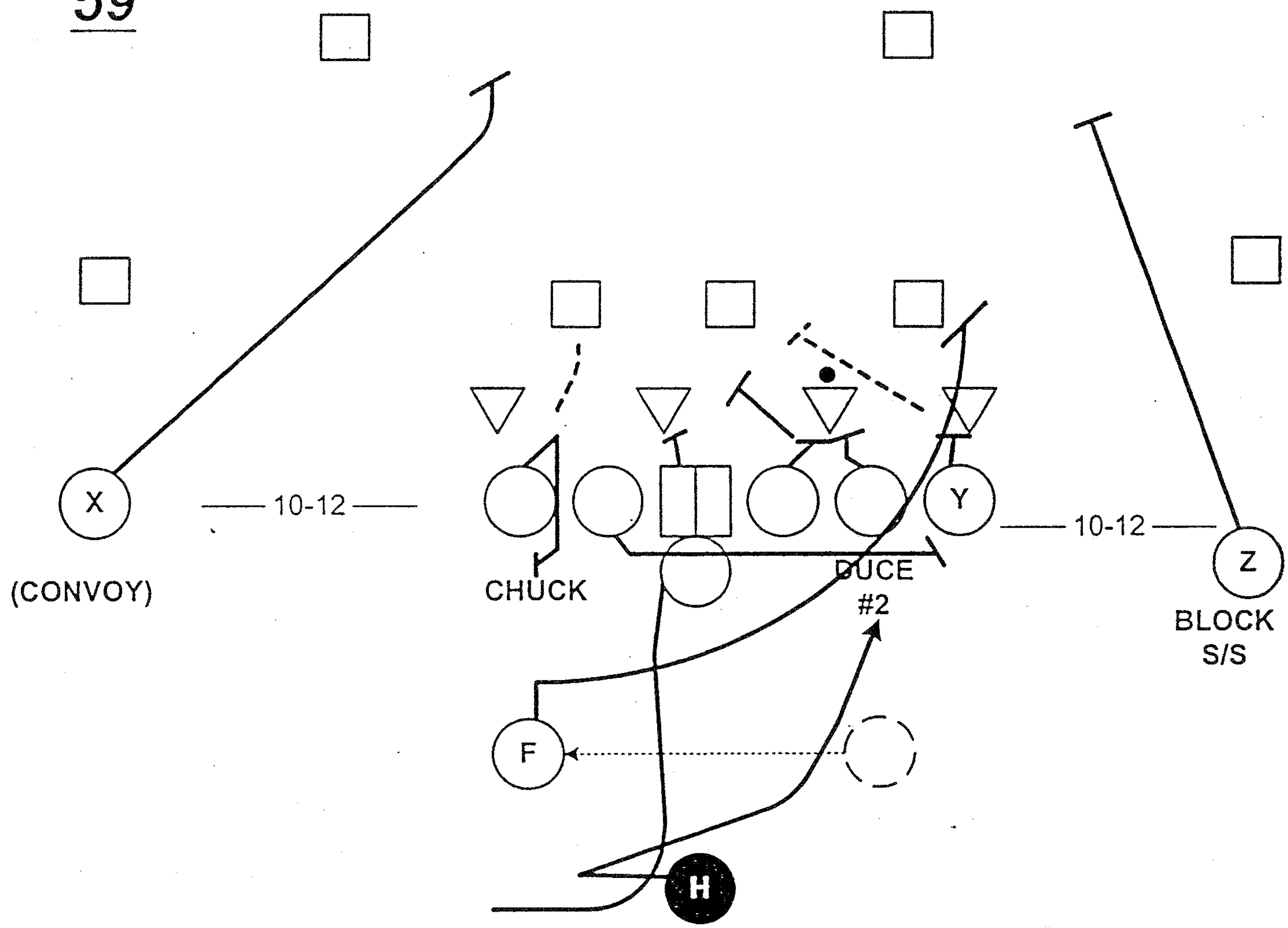
NOTES:

THIS IS A POWER GAP SCHEME THAT EXCHANGES THE ASSIGNMENT BETWEEN THE PULLING GUARD (TRAPPER) AND THE FULLBACK (WRAPPER).

JAB 16 / 17 F GAP

KING RIGHT (LEFT) FUZZ (DANCE)
JAB 16 (17) F GAP

59

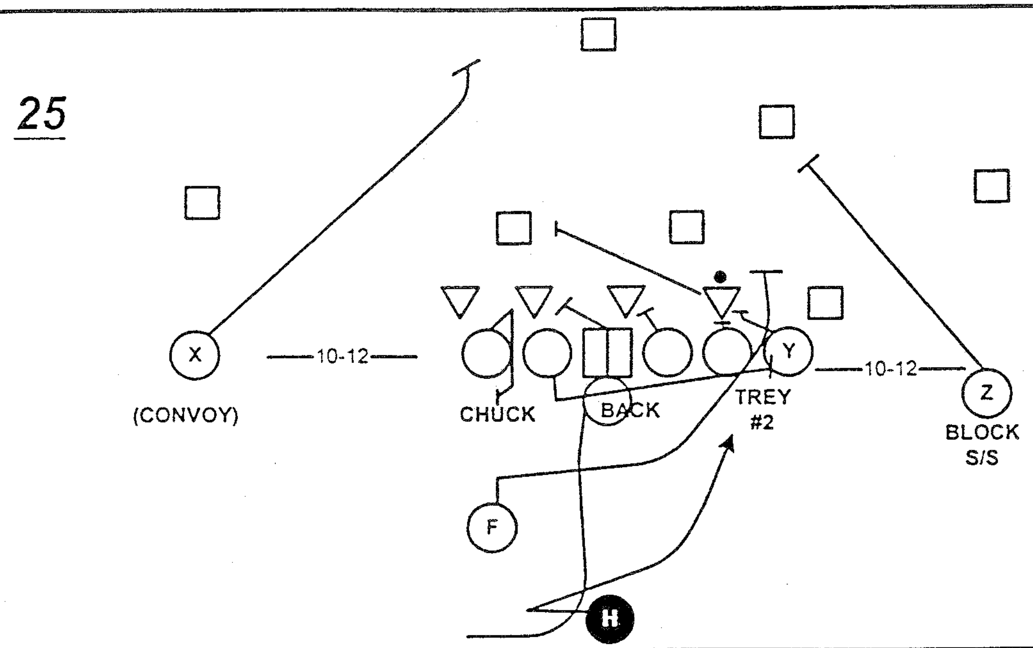


NOTES:

THIS IS A POWER GAP SCHEME THAT EXCHANGES THE ASSIGNMENT BETWEEN THE PULLING GUARD (TRAPPER) AND THE FULLBACK (WRAPPER).

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	JAB 16 (17) F GAP	QUEEN (ZIP) // KING FUZZ (DANCE) // F WIDE FIP



QB	OPEN AWAY FROM HOLE. FIRST STEP IS at 12:00 O'CLOCK. OVER THE TOP HAND-OFF. (MID-LINE BALL-HANDLING).

BALL CARRIER

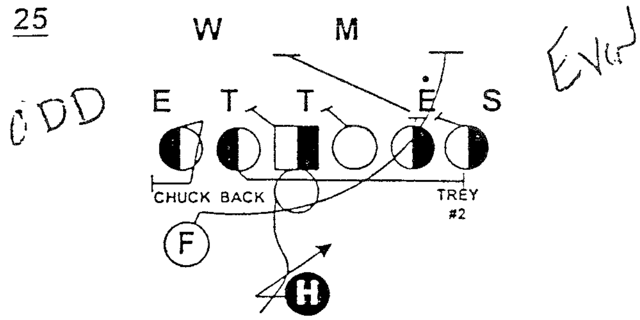
1. FOOTWORK: -COUNTER FOOTWORK...KEEP EYES ON ENTRY LANE AND MOVERS' BLOCKS...GET DOWNHILL - KEY DOUBLE-TEAM BLOCK.
2. COURSE & LANDMARK: -RUN COUNTER COURSE. AIMING POINT INSIDE LEG OF TE.
3. DOT RUNNING (1ST LEVEL): -KEY DOUBLE-TEAM BLOCK. KEEP ENTRY LANE TIGHT...READ WRAPPERS COURSE.
4. 2ND LEVEL: -BE ALERT FOR LOOP DEFENDERS - TAKE THE BALL AGGRESSIVELY NORTH+SOUTH.

FB	LEAD STEP AT GUARD'S FOOT...SHUFFLE..RUN TIGHT COURSE TO DOUBLE TEAM BLOCK...EYES INSIDE ON THREAT...SHOULDER SQUARE TO L.O.S...BLOCK 1ST BUBBLE BACKER.
X	CONVOY RULE.
Z	BLOCK STRONG SAFETY.

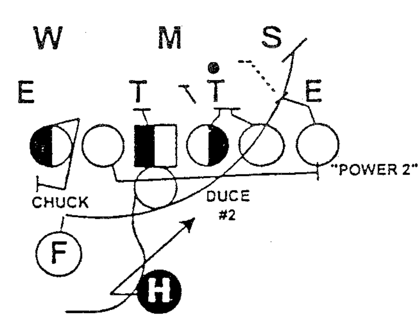
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	JAB 16 (17) F GAP	QUEEN (ZIP) // KING FUZZ (DANCE) // F WIDE FIP

25



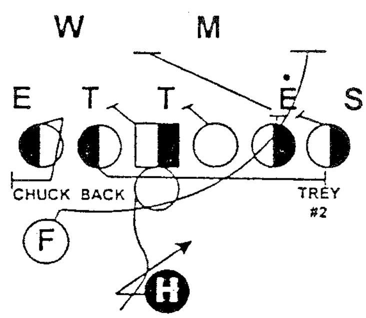
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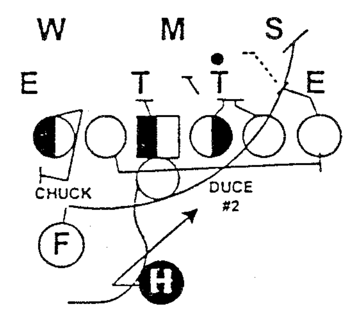
Y ONSIDE	IF OT COVERED - TREY TO B/S LB'ER. "J" STEP TO OUTSIDE HALF CYLINDER OF THE DE; VICE HIM OFF THE BALL EYES ON LB'ER. AIMING POINT IS NEAR HIP...IF OT BUBBLE: "INSIDE POWER TWO"; SQUARE TO 2ND LEVEL. IF DE CROSSES YOUR FACE YOU CRUSH HIM DOWN. IF SAM CROSSES TAKE HIM ON THE WAY TO MIKE. **C.P.: INVITE DE WITH YOUR FOOTWORK (INSIDE "POWER TWO"); FINISH!** ALERT: DOWN CALL
T	USE FB RULES IF TG PERSONNEL
ONSIDE TACKLE	COVERED: POWER BLOCK DE TO BACKSIDE LB (TREY) ALERT M'S RUN THRU UNCOVERED: DUCE TO BACKSIDE LINEBACKER ALERT: DOWN CALL TO Y IF EXPECTED TREY BLOCK IS OFF
ONSIDE GUARD	COVERED: BLOCK MAN OVER - POSSIBLE DUCE TO BACKSIDE LINEBACKER UNCOVERED: BLOCK DOWN ON MAN OVER CENTER - ACE
CENTER	BLOCK BACK ON 1ST MAN ON LOS - POSS. ACE VS DOUBLE BUBBLE OR BACK VS REDUCED.
OFFSIDE GUARD	PULL - READ F'S BLOCK AND LEAD INSIDE/OUTSIDE FOR MLB - FORCE 6 (7) HOLE ENTRY
OFFSIDE TACKLE	PULL - BLOCK EMOL - FOR KICK-OUT
FULLBACK	LEAD STEP AT GUARD'S FOOT...SHUFFLE..RUN TIGHT COURSE TO DOUBLE TEAM BLOCK...READ GUARD'S BLOCK AND WRAP FOR ONSID BUBBLE BACKER.
HALFBACK	-COUNTER FOOTWORK...KEEP EYES ON ENTRY LANE AND CONVOY BLOCKS...GET DOWNHILL - KEY DOUBLE-TEAM BLOCK-RUN COUNTER COURSE. AIMING POINT INSIDE LEG OF TE. KEY DOUBLE-TEAM BLOCK. KEEP ENTRY LANE TIGHT...READ WRAPPERS COURSE. BE ALERT FOR LOOP DEFENDERS - TAKE THE BALL AGGRESSIVELY NORTH+SOUTH.

SERIES	PLAY	BASE FORMATIONS
TEENS	JAB 16 (17) F GAP	QUEEN (ZIP) // KING FUZZ (DANCE) // F WIDE FIP

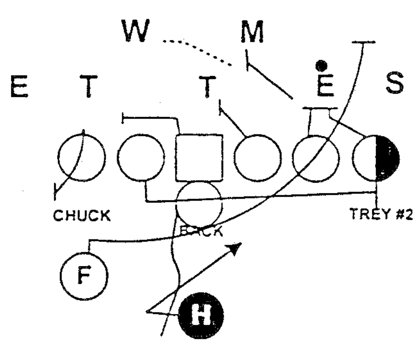
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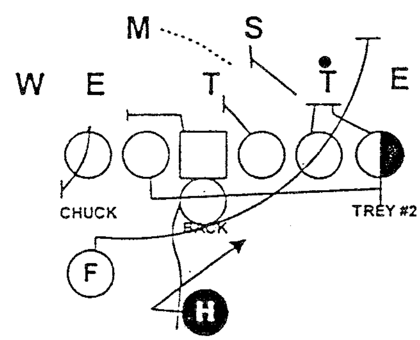
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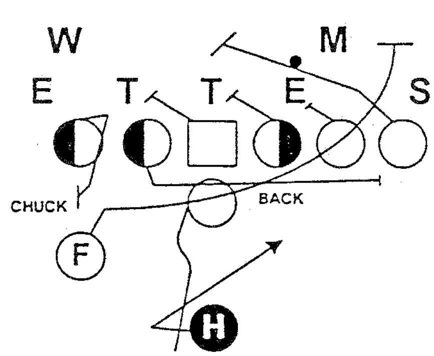
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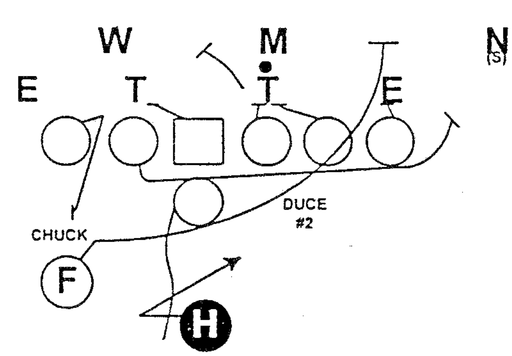
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OKIE



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SINK



N 4-2

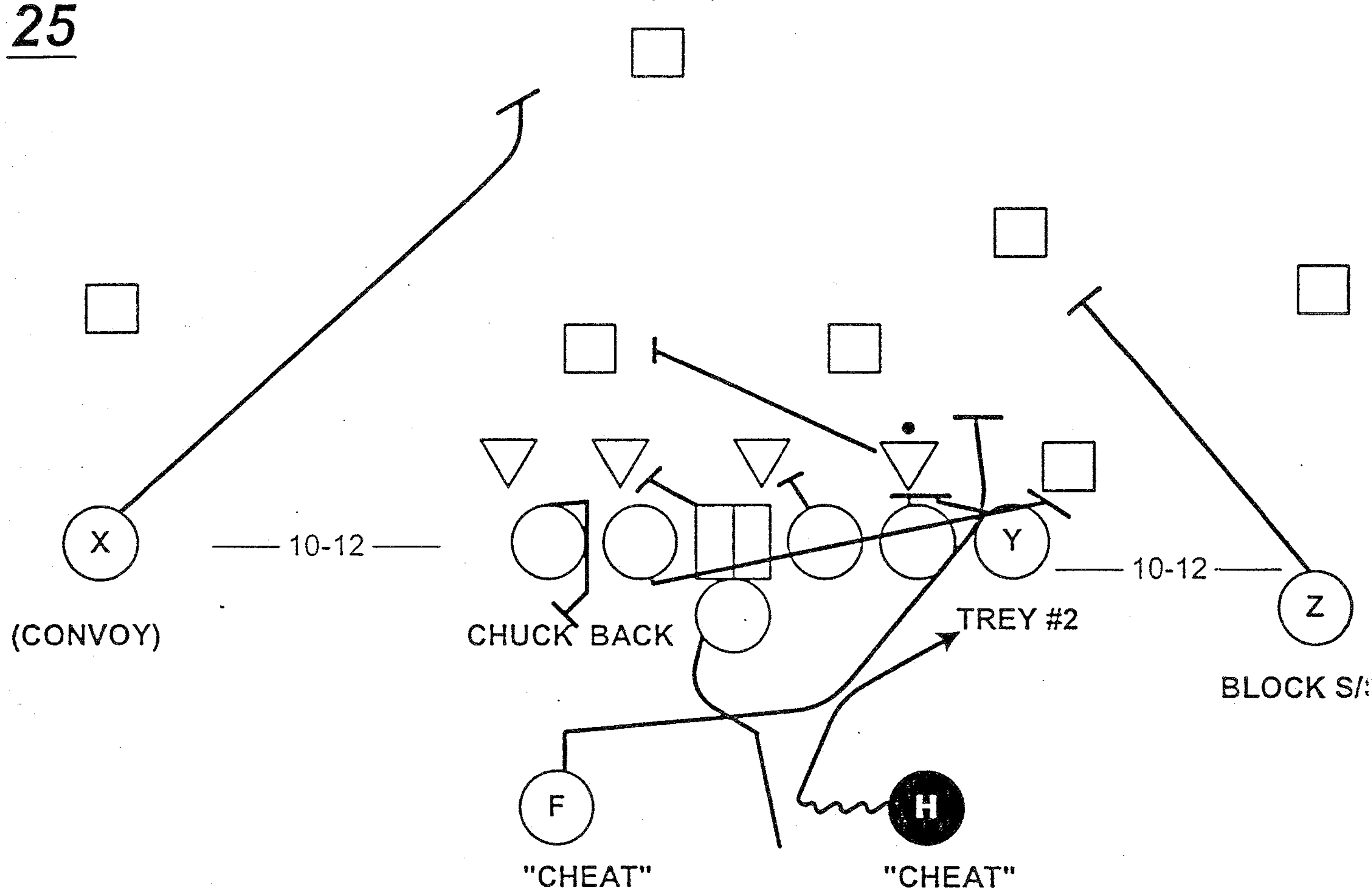


NOTES:

SAME 16 / 17 F GAP

CHANGE RIGHT (LEFT) (DANCE)
SAME 16 (17) F GAP

25



NOTES:

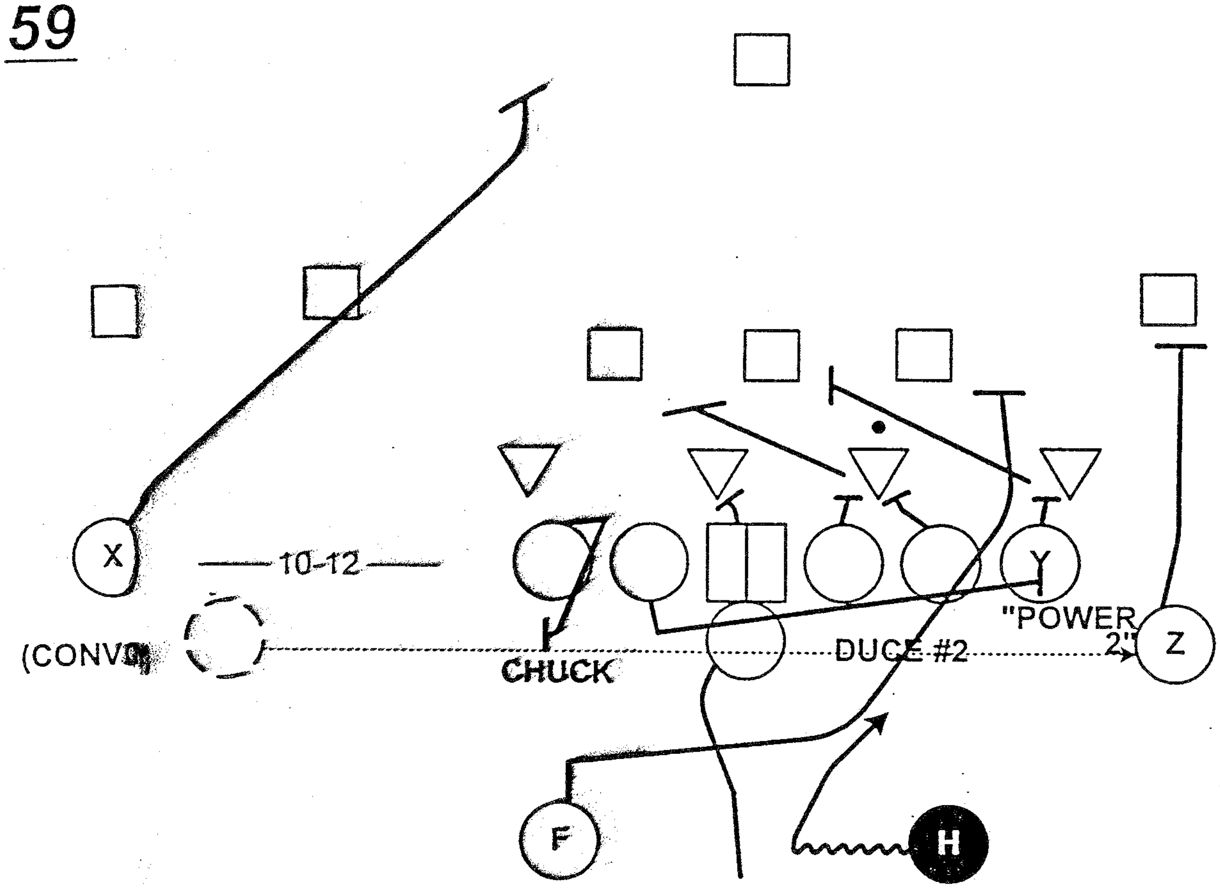
THIS IS A POWER GAP SCHEME THAT EXCHANGES THE ASSIGNMENT BETWEEN THE PULLING GUARD (TRAPPER) AND THE FULLBACK (WRAPPER)...SAME TALKS TO THE BALL CARRIER'S LATERAL INSIDE SHUFFLE.

NEW YORK JETS OFFENSE

SAME 16 / 17 F GAP

ZOOM CHANGE RIGHT (LEFT) (WALTZ)
SAME 16 (17) F GAP

59

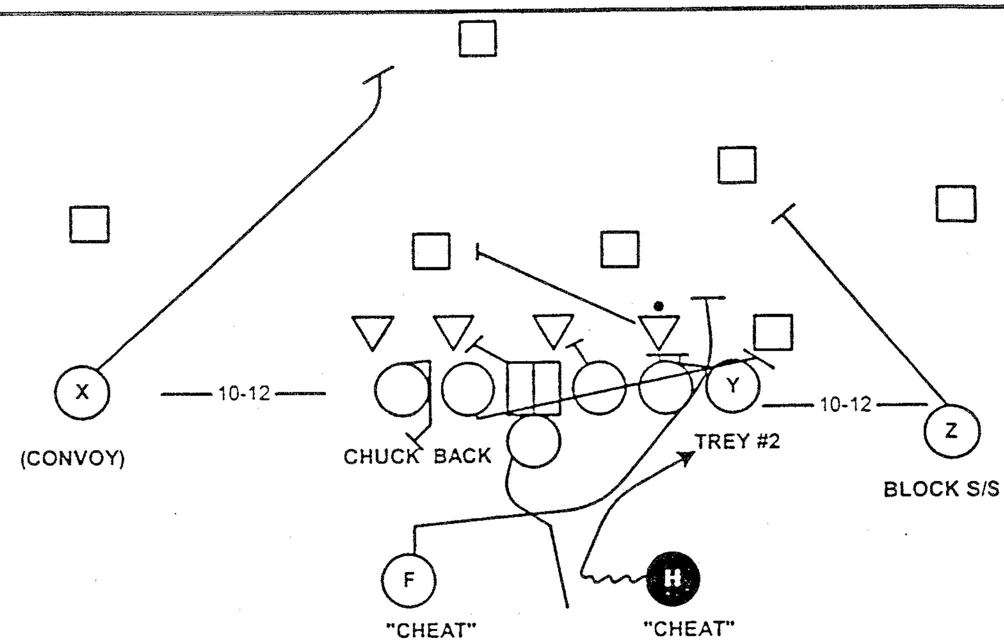


NOTES: THIS IS A POWER GAP SCHEME THAT EXCHANGES THE ASSIGNMENT BETWEEN THE PULLING GUARD (TRAPPER) AND THE FULLBACK (WRAPPER)...SAME TALKS TO THE BALL CARRIER'S LATERAL INSIDE SHUFFLE.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	SAME 16 (17) F GAP	CHANGE (DANCE) // ZOOM CHANGE (WALTZ)

25



QB	OPEN AWAY FROM HOLE. FIRST STEP IS AT 12:00 O'CLOCK. UNDERNEATH HAND-OFF. GIVE TOWARDS THE RUNNER.

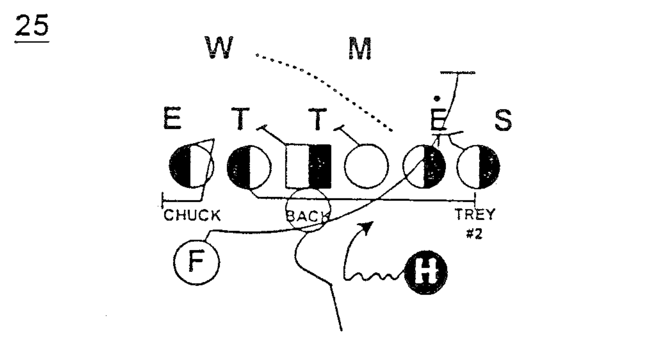
BALL CARRIER

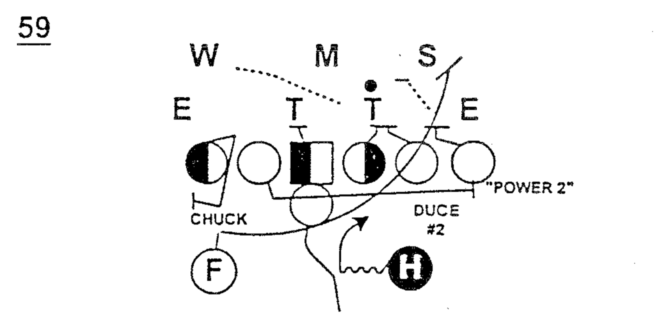
1. FOOTWORK: -LATERAL SHUFFLE INSIDE - EYES AT P.O.A.
2. COURSE & LANDMARK: -SHOULDER SQUARE - PRESS L.O.S. DOWNHILL ...LANDMARK: OUTSIDE LEG OF OFF. TACKLE
3. DOT RUNNING (1ST LEVEL): - RUN TIGHT COURSE TO DOUBLE TEAM BLOCK...KEY WRAPPERS COURSE.
4. 2ND LEVEL: -BE ALERT FOR FAST FLOW DEFENDERS - BE AGGRESSIVE AND FIND A CREASE.

FB	LEAD STEP AT GUARD'S FOOT...SHUFFLE..RUN TIGHT COURSE TO DOUBLE TEAM BLOCK...EYES INSIDE ON THREAT...SHOULDER SQUARE TO L.O.S... BLOCK BUBBLE LB TO 1ST THREAT.
X	CONVOY RULE.
Z	BLOCK STRONG SAFETY. - IF NOT IN MOTION, FIRST FORCE RULES APPLY.

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	SAME 16 (17) F GAP	CHANGE (DANCE) // ZOOM CHANGE (WALTZ)

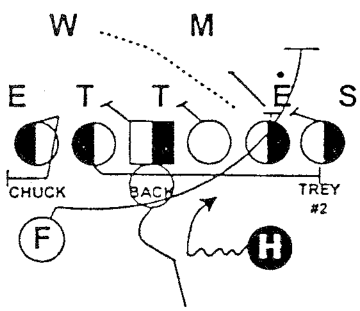




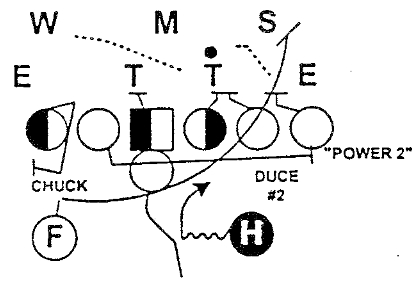
Y	IF OT COVERED - TREY TO B/S LB'ER. "J" STEP TO OUTSIDE HALF CYLINDER OF THE DE; VICE HIM OFF THE BALL EYES ON LB'ER. AIMING POINT IS NEAR HIP...IF OT BUBBLE: "INSIDE PRESS TWO"; SQUARE TO 2ND LEVEL. IF DE CROSSES YOUR FACE YOU CRUSH HIM DOWN. IF SAM CROSSES TAKE HIM ON THE WAY TO MIKE. **C.P.: INVITE DE WITH YOUR FOOTWORK (INSIDE "PRESS TWO"); FINISH!** ALERT: DOWN CALL
T (U)	USE FB RULES IF TG PERSONNEL
ONSIDE TACKLE	COVERED: POWER BLOCK DE TO BACKSIDE LB (TREY) ALERT M'S RUN THRU UNCOVERED: DUCE TO BACKSIDE LINEBACKER ALERT: DOWN CALL TO Y IF BLOCKING INSIDE - TREY BLOCK IS OFF
ONSIDE GUARD	COVERED: BLOCK MAN OVER - POSSIBLE DUCE TO BACKSIDE LINEBACKER UNCOVERED: BLOCK DOWN ON MAN OVER CENTER - ACE
CENTER	BLOCK BACK ON 1ST MAN ON LOS - POSS. ACE VS DOUBLE BUBBLE OR BACK VS REDUCED.
OFFSIDE GUARD	PULL - READ F'S BLOCK AND LEAD INSIDE/OUTSIDE FOR MLB - FORCE 6 (7) HOLE ENTRY
OFFSIDE TACKLE	PULL - BLOCK EMOL - FORCE KICKOUT IF AT ALL POSSIBLE
FULLBACK	EXECUTE "WRAPPER" TECH - 1ST BUBBLE BACKER. EMPH: EYES INSIDE ON TARGET...RUN TIGHT COURSE TO D/T BLOCK...BE ALERT FOR GUARD'S COURSE.
HALFBACK	LATERAL SHUFFLE INSIDE FT.WK PRESS L.O.S. - KEY WRAPPER'S COURSE: BE ALERT FOR INSIDE TRAFFIC.

SERIES	PLAY	BASE FORMATIONS
TEENS	SAME 16 (17) F GAP	CHANGE (DANCE) // ZOOM CHANGE (WALTZ)

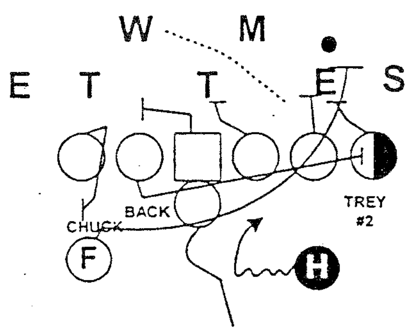
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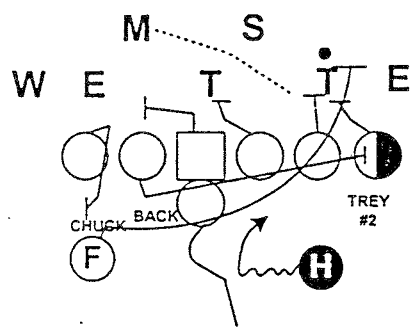
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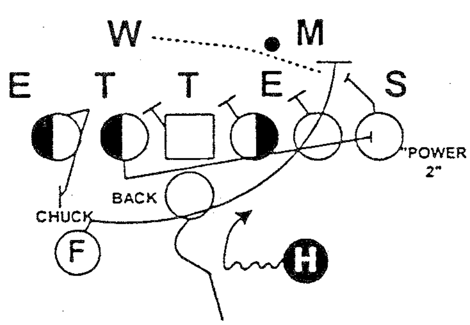
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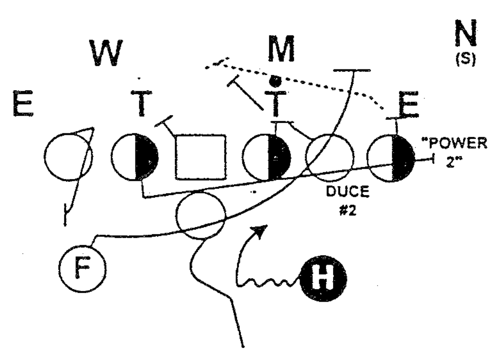
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N 4-2



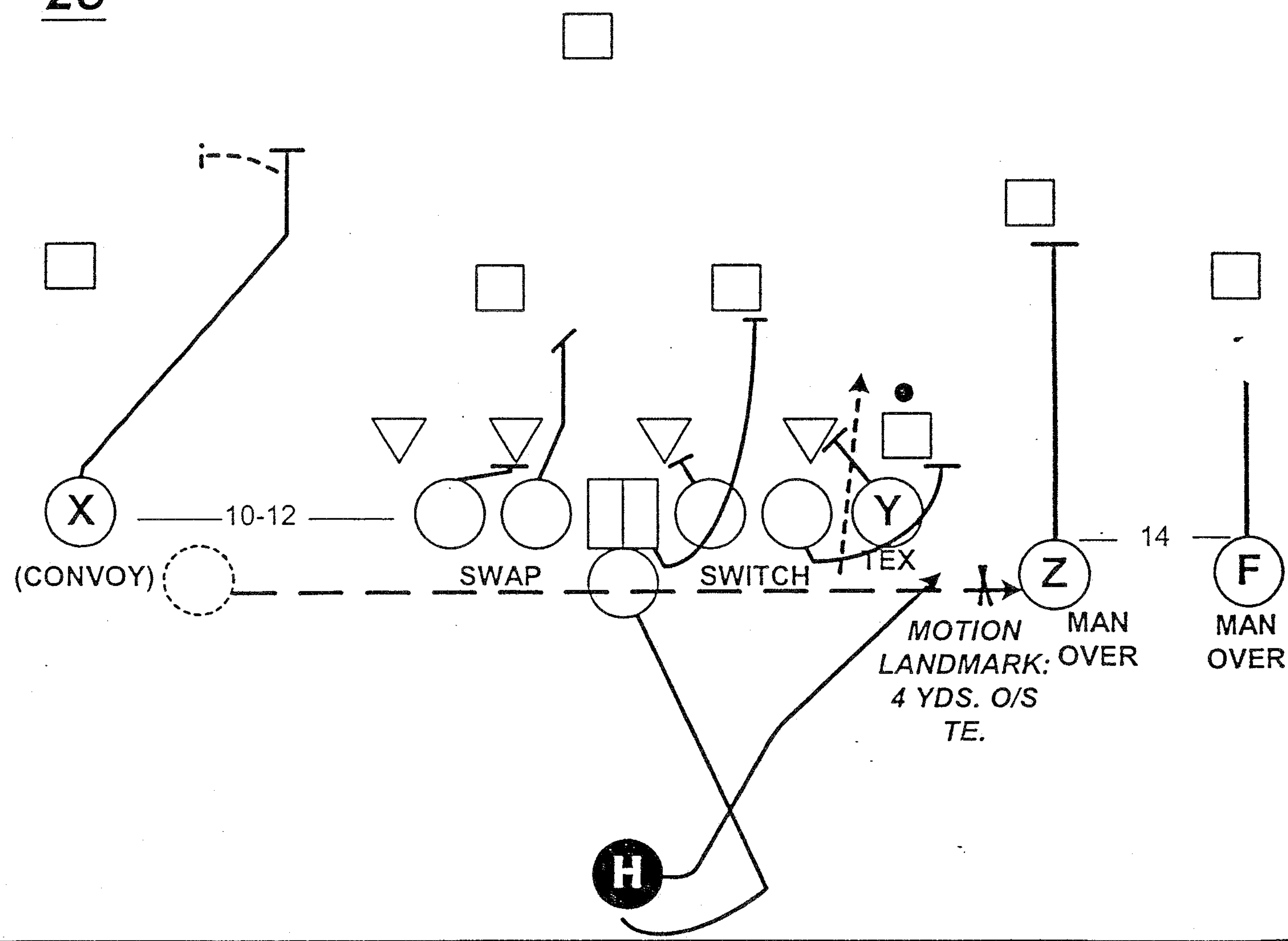
NOTES:

16 / 17 OUTSIDE FORCE

ZOOM F TREY RIGHT (LEFT)
16 (17) OUTSIDE FORCE

* man over you!

25



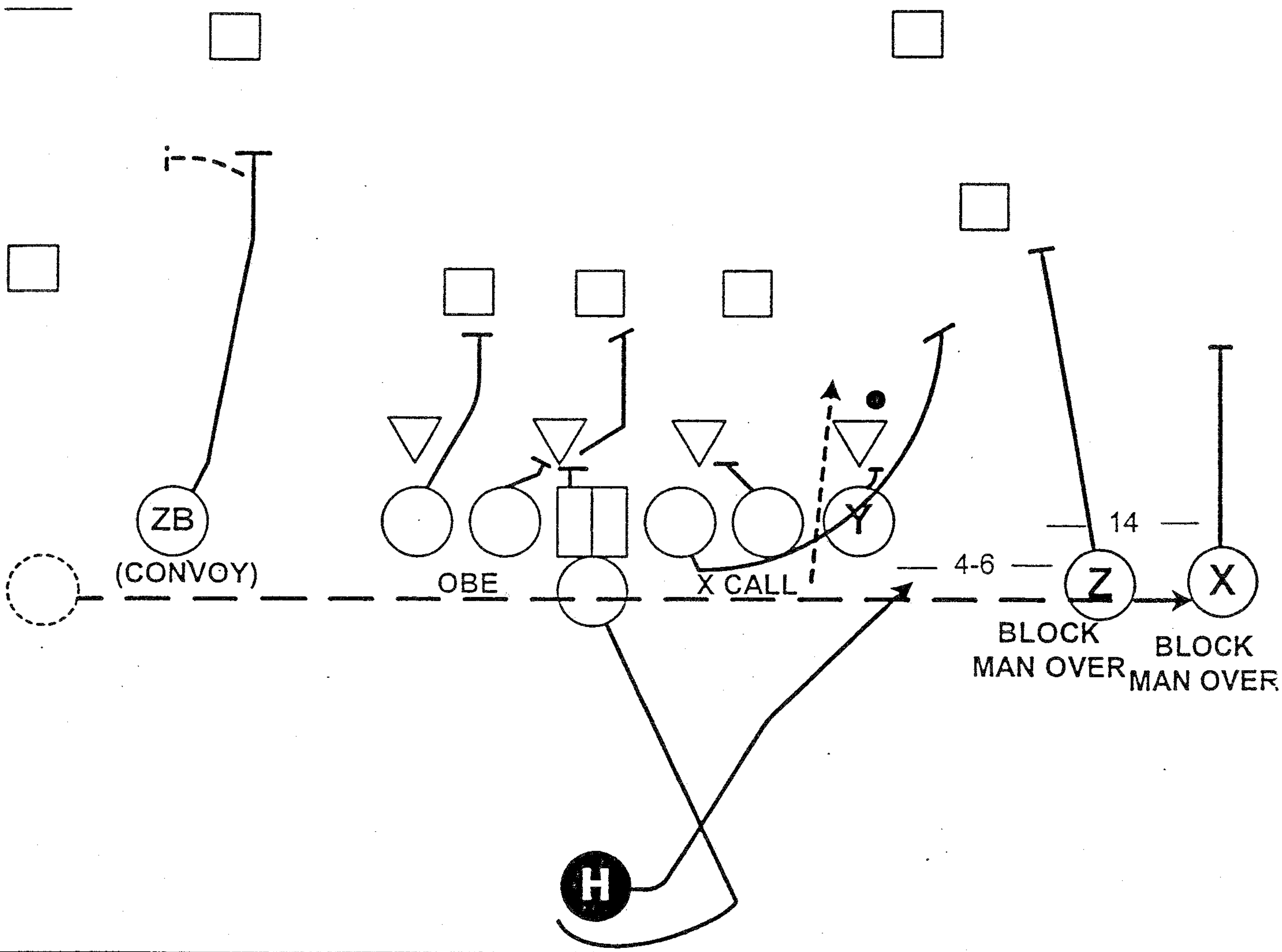
NOTES:

This is a Scheme Play its base is outside Zone Blocking...4 Man Surface. Block Man Over.

16 / 17 OUTSIDE FORCE

EXIT (F) WIDE RIGHT (LEFT) TWIN <ZB HB>
16 (17) OUTSIDE FORCE

59



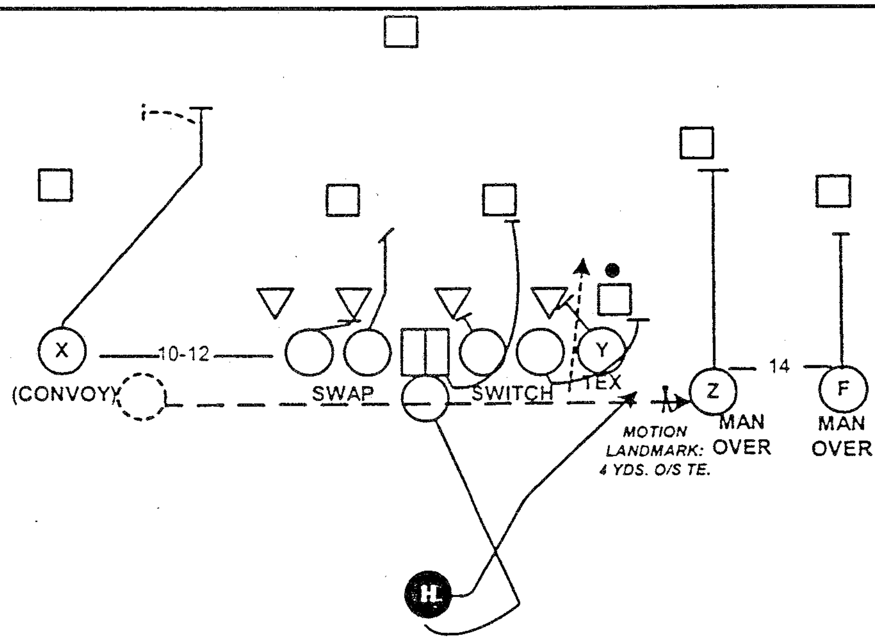
NOTES:

This is a Scheme Play its base is outside Zone Blocking...4 Man Surface. Block Man Over.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) OUTSIDE FORCE	ZOOM F TREY / EXIT (F) WIDE TWIN <ZB HB>

25



QB	OPEN TO THE HOLE, GET THE BALL BACK ON THE "FAST LANE" TO THE BALL CARRIER WITH DEPTH. 1ST STEP IS AT 11:00 O'CLOCK. MOTION LANDMARK IS 4 YARDS OUTSIDE THE TE - EXIT LANDMARK IS 4 YARDS O/S Z.

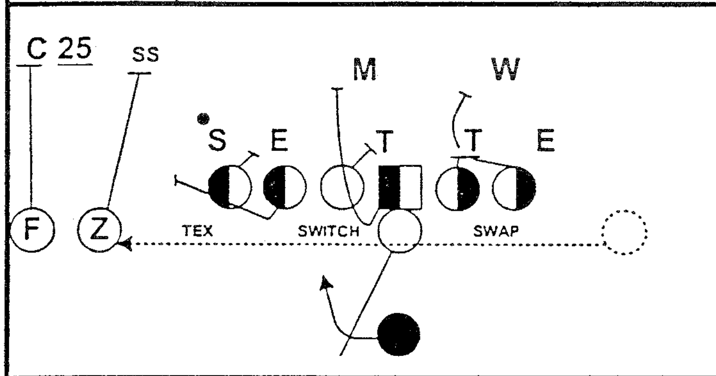
BALL CARRIER

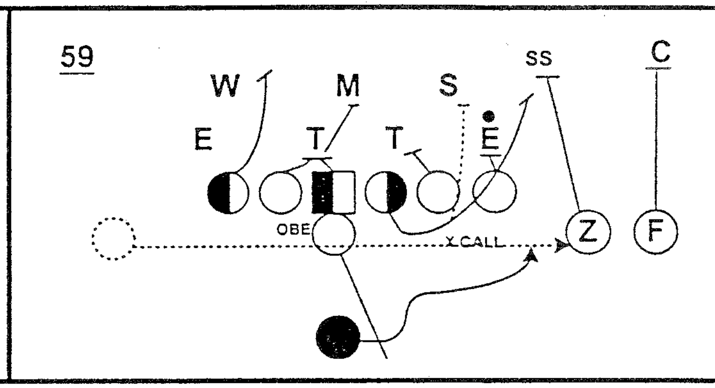
1. **FOOTWORK:** -OUTSIDE ZONE FOOTWORK: EMPH - OPEN-POWER-CROSSOVER-LEAD STEP.
2. **COURSE & LANDMARK:** -ZONE STRETCH COURSE...AIMING POINT INSIDE LEG OF TE. RUN THE COURSE. DON'T ANGLE YOUR APPROACH.
3. **DOT RUNNING (1ST LEVEL):** -KEY READ. TE AREA ...BE ALERT FOR OL BLOCKING SCHEMES...
4. **2ND LEVEL:** -KEY FORCE BLOCK - MAKE A DECISION AND RUN AGGRESSIVELY.

FB	ONSIDE: F TRIP - BLOCK MAN OVER. OFFSIDE: F WIDE - BLOCK CUT-OFF RULES. F WIDER - BLOCK CONVOY RULES.
X	"CONVOY" RULE. ONSIDE: - BLOCK MAN OVER.
Z	BLOCK FORCE.(Z) VS. MOTION LANDMARK IS 2-3 YDS. OUTSIDE TE.

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) OUTSIDE FORCE	ZOOM F TREY / EXIT (F) WIDE TWIN <ZB HB>

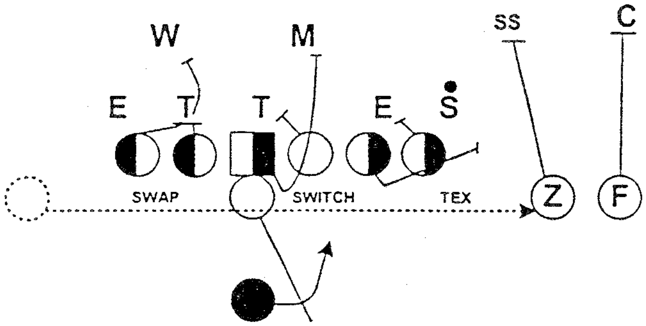




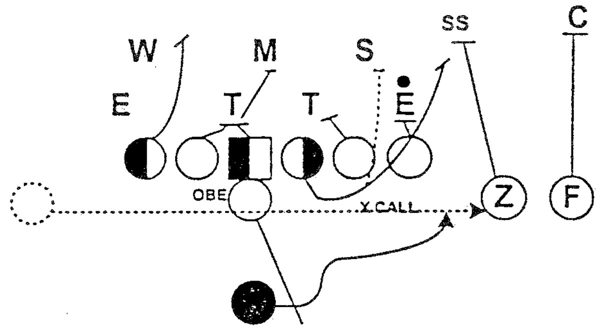
Y ONSIDE	BASE HOOK BLOCK MAN OVER. NOTE: YOU ARE THE RB'S DECISION POINT. MIDDLE CYLINDER LANDMARK. IF "TEX" BLOCK; AIMING POINT IS NAPE OF NECK; "YOU ARE NOW THE ANCHOR OF THE SEAM." POSSIBLE: F OR TEAM BLOCK. **C.P.: BASE HOOK RULE = DRIVE FOR 5 HOOK & FINISH!**
T BACKSIDE	ONSIDE: ASSUME FB RESPONSIBILITIES. BACKSIDE: BASE OR E CUT-OFF C.T.A.
ONSIDE TACKLE	COVERED: BLOCK BASE HOOK, TEX CALL MAKE SCOOP CALL. UNCOVERED: 2 TECH OPTION PULL FOR SAM OR "F" CALL. 3 TECH "X" CALL. ALERT "G" CALL vs. DIAMOND/43 WITH WIDE 3/7 TECHNIQUE
ONSIDE GUARD	COVERED: BASE BLOCK MAN OVER: ALERT "X" CALL IF TACKLE UNCOVERED. POS: SLIP CALL UNCOVERED: OPTION PULL FOR MIKE, ALERT SWITCH CALL OR SCOOP CALL.
CENTER	COVERED: BLOCK BASE HOOK POSSIBLE SWITCH CALL OR MINUS/PLUS CALL vs.6 IN BOX. UNCOVERED: BLOCK MIKE POSSIBLE OPTION PULL. - ALERT SLIP CALL
OFFSIDE GUARD	COVERED: CUTOFF BLOCK, POSSIBLE SWAP IF TACKLE UNCOVERED - ELEPHANT UNCOVERED: OBE WITH CENTER
OFFSIDE TACKLE	COVERED: IND AREA - E CALL UNCOVERED: SWAP WITH OFF GUARD
FULLBACK	ONSIDE: F TRIP - BLOCK MAN OVER (STALK) OFFSIDE: F WIDE - BLOCK CUT-OFF RULES. F WIDER - BLOCK CONVOY RULES. QUEEN: BLOCK BACKSIDE SEAL RULES.
HALFBACK	OUTSIDE ZONE FT.WK. EMPH: FOOTWORK AND ENTRY LANE. KEY TE AREA. BE ALERT FOR OL BLOCKING SCHEMES.

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) OUTSIDE FORCE	ZOOM F TREY / EXIT (F) WIDE TWIN <ZB HB>

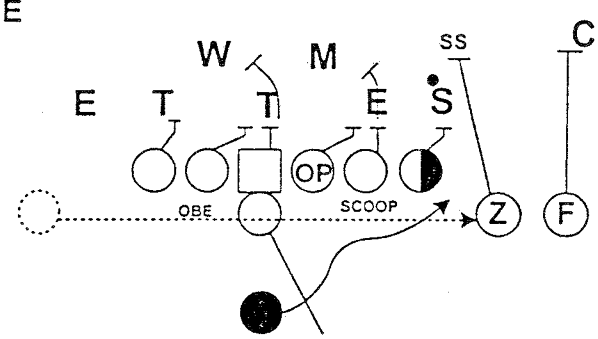
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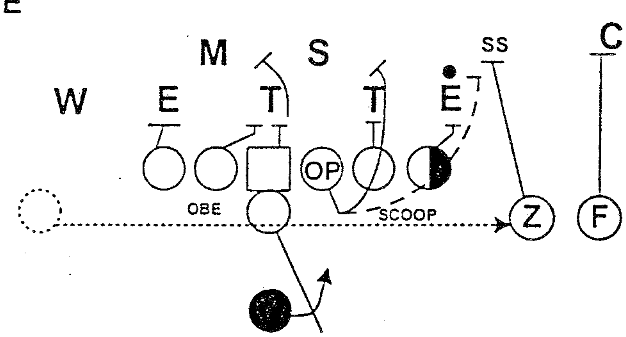
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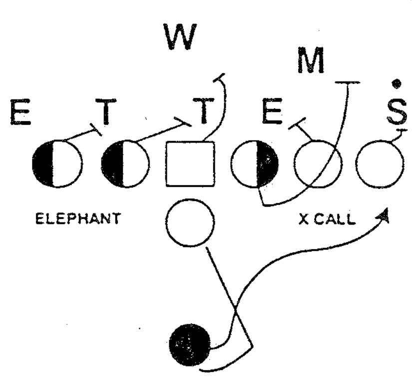
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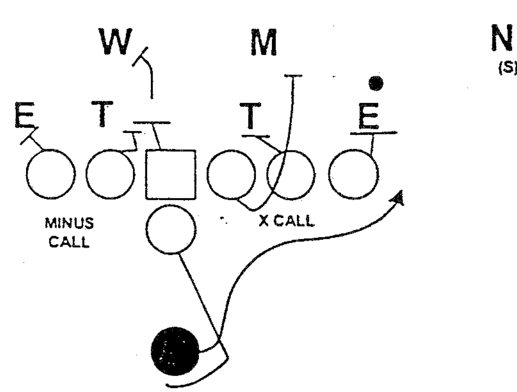
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OKIE



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SINK



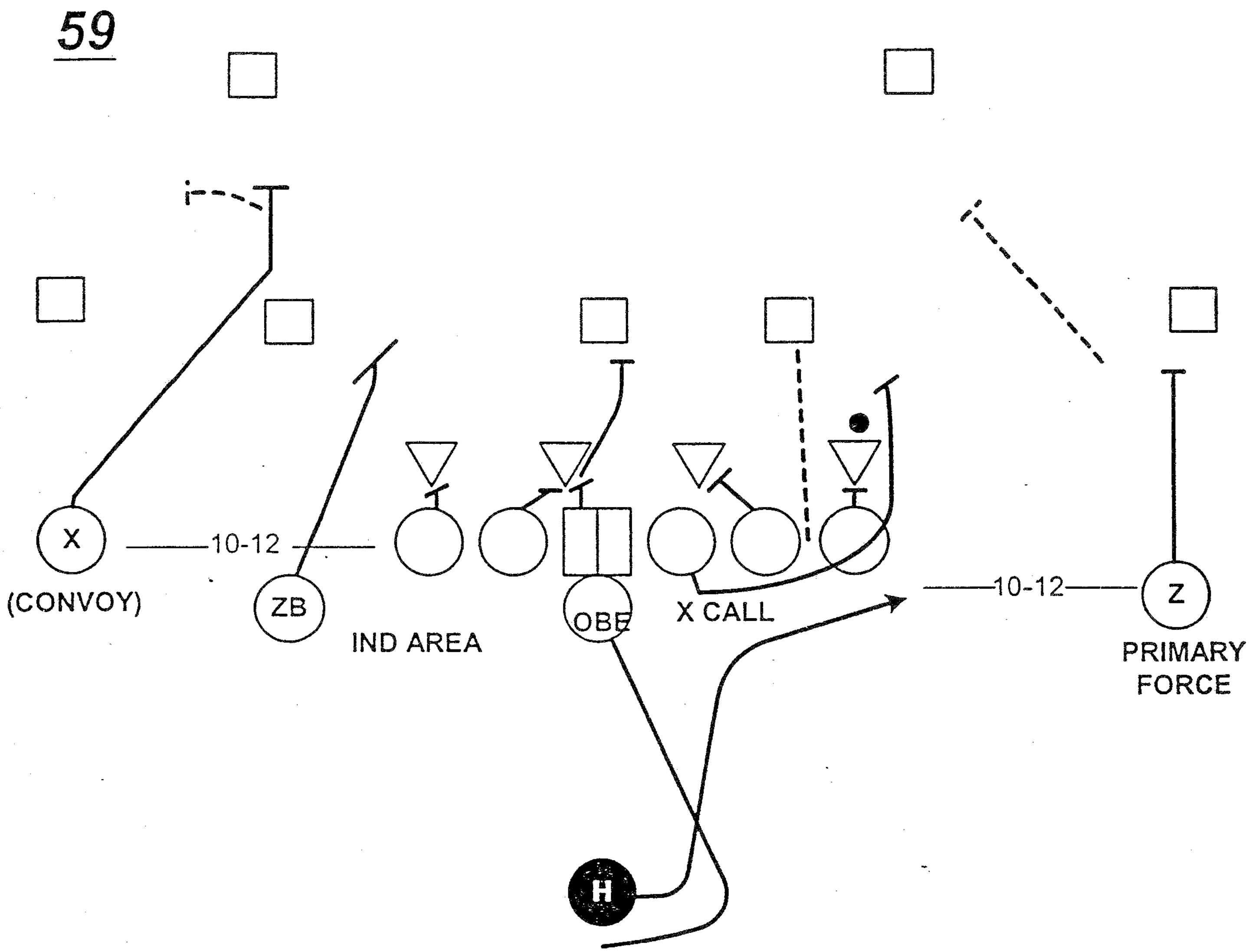
N 4-2



NOTES:

16 / 17 OUTSIDE

(F) WIDE RIGHT (LEFT) <ZB HB>
16 (17) OUTSIDE



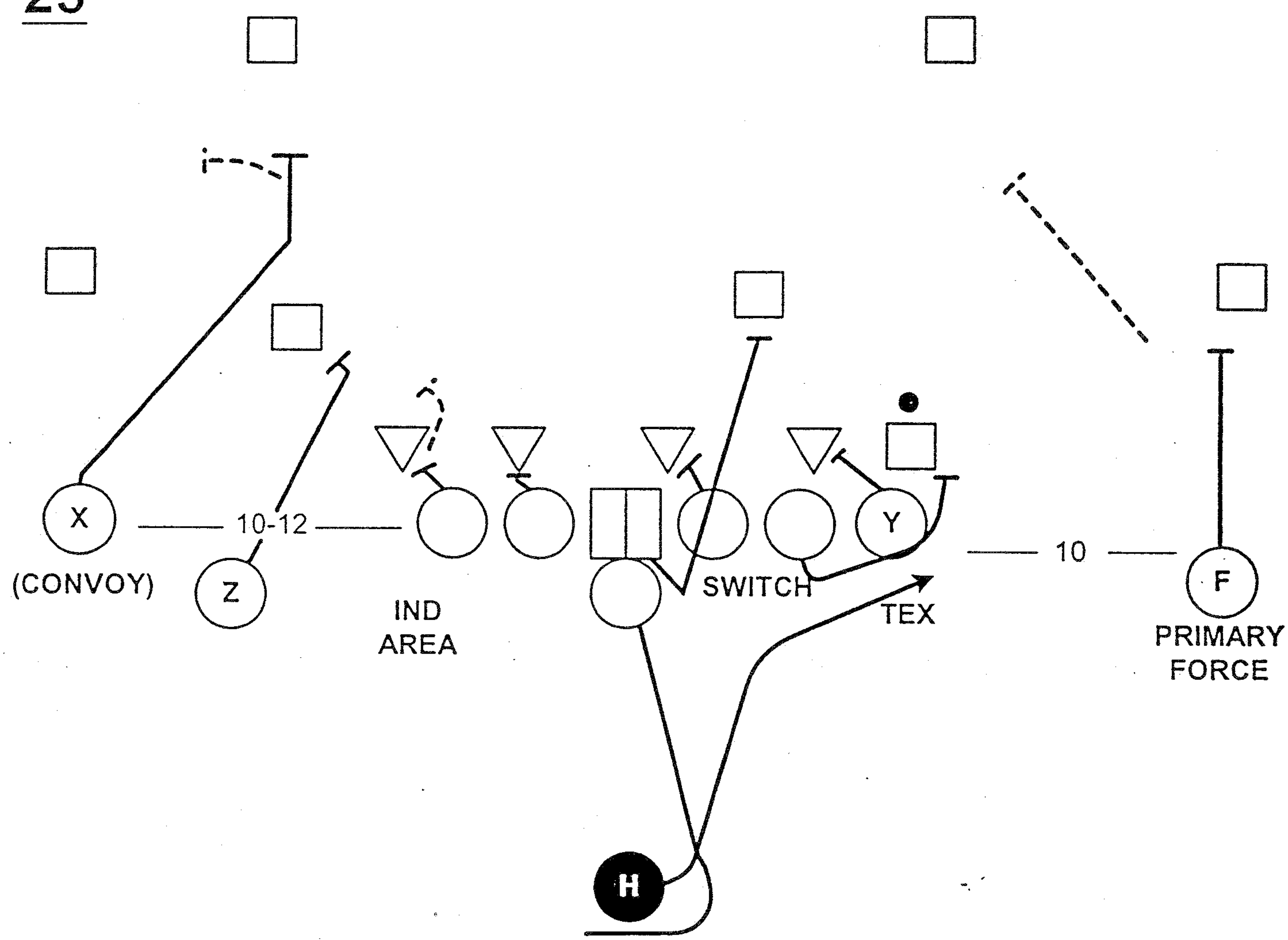
NOTES:

This is a Scheme Play - its base is outside Zone Blocking.

16 / 17 OUTSIDE

F TRIP RIGHT (LEFT) SLOT (WALTZ)
16 (17) OUTSIDE

<u>25</u>



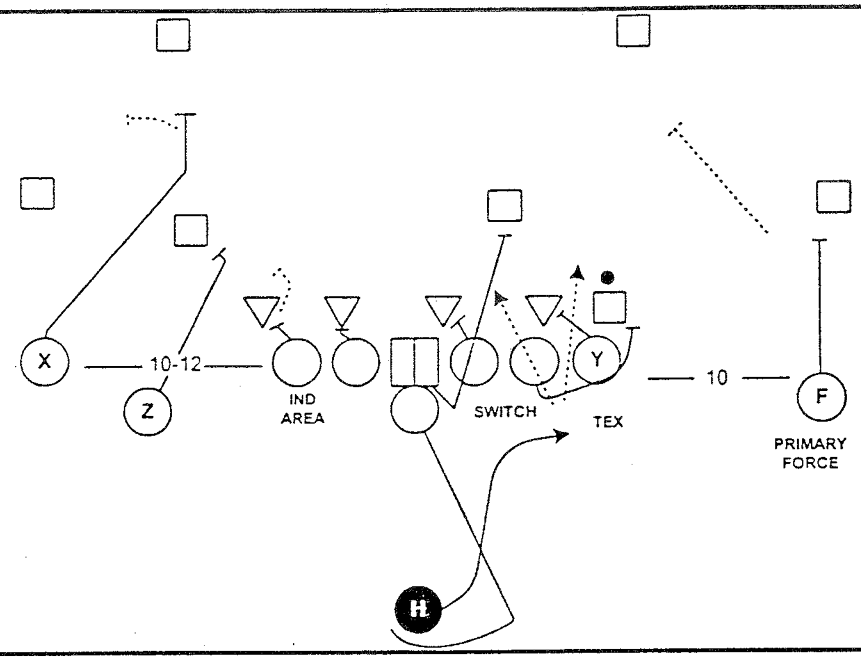
NOTES:

This is a Scheme Play - its base is outside Zone Blocking.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) OUTSIDE	F TRIP SLOT (WALTZ) // (F) WIDE <ZB HB>

25



QB	OPEN TO THE HOLE, GET THE BALL BACK TO BALL CARRIER WITH DEPTH. 1ST STEP AT 11:00 O'CLOCK (1 O,CLOCK). MOTION LANDMARK IS OUTSIDE LEG OF OT. KEY THOUGHT: DEEP.

BALL CARRIER

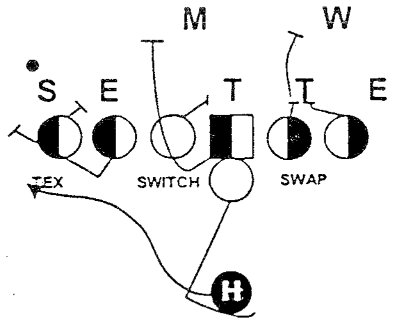
1. FOOTWORK: -OUTSIDE ZONE FOOTWORK: EMPH - OPEN-POWER-CROSSOVER-LEAD STEP.
2. COURSE & LANDMARK: -ZONE STRETCH COURSE...AIMING POINT INSIDE LEG OF TE. RUN THE COURSE. DON'T ANGLE YOUR APPROACH.
3. DOT RUNNING (1ST LEVEL): -KEY READ - TE AREA ...BE ALERT FOR OL BLOCKING SCHEMES...
4. 2ND LEVEL: -BE PREPARED FOR UNBLOCKED DEFENDERS...MAKE A DECISION AND RUN AGGRESSIVELY.

FB	ONSIDE: F TRIP - BLOCK PRIMARY FORCE. KING: BLOCK BOSS RULES - *MOVEMENT*: BOSS RULES - ALERT FORCE. OFFSIDE: F WIDE - BLOCK CUT-OFF RULES. F WIDER - BLOCK CONVOY RULES.
X	"CONVOY" RULE. (POSS: CUT-OFF IN WIDE FORMATION).
Z	OFFSIDE: BLOCK, 1ST DEFENDER INSIDE/ OVER OFF THE L.O.S. (CUT-OFF). ONSIDE: BLOCK PRIMARY FORCE.

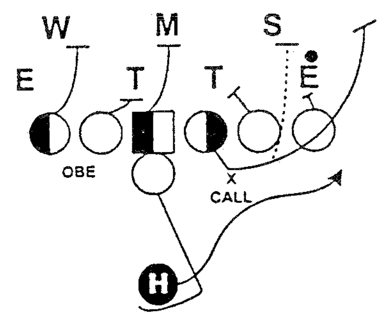
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) OUTSIDE	F TRIP SLOT (WALTZ) // (F) WIDE <ZB HB>

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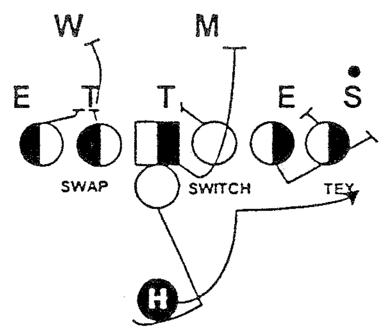
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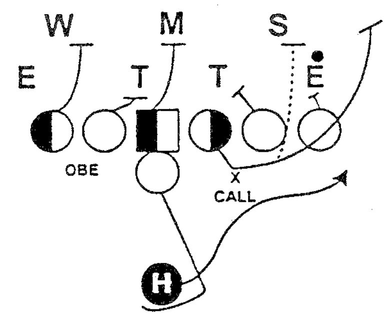
Y ONSIDE	BASE HOOK BLOCK MAN OVER. NOTE: YOU ARE THE RB'S DECISION POINT. MIDDLE CYLINDER LANDMARK. IF "TEX" BLOCK; AIMING POINT IS NAPE OF NECK; "YOU ARE NOW THE ANCHOR OF THE SEAM." POSSIBLE: F OR TEAM BLOCK. **C.P.: BASE HOOK RULE = DRIVE FOR 5 HOOK & FINISH!**	
T BACKSIDE	ONSIDE: ASSUME FB RESPONSIBILITIES. BACKSIDE: BASE OR E CUT-OFF C.T.A.	
ONSIDE TACKLE	COVERED: UNCOVERED:	BLOCK BASE HOOK OR MAKE SCOOP CALL. 2 TECH OPTION PULL FOR SAM OR "F" CALL. 3 TECH "X" CALL. ALERT "G" CALL vs. DIAMOND
ONSIDE GUARD	COVERED: UNCOVERED:	BASE BLOCK MAN OVER. ALERT "X" CALL IF TACKLE UNCOVERED. POS: SLIP CALL: OPTION PULL FOR MIKE, ALERT SWITCH CALL OR SCOOP CALL.
CENTER	COVERED: UNCOVERED:	BLOCK BASE HOOK POSSIBLE SWITCH CALL OR MINUS/PLUS CALL vs. GIN BOX.. BLOCK MIKE POSSIBLE OPTION PULL. - ALERT SLIP CALL.
OFFSIDE GUARD	COVERED: UNCOVERED:	CUTOFF BLOCK, POSSIBLE SWAP IF TACKLE UNCOVERED - ELEPHANT OBE WITH CENTER
OFFSIDE TACKLE	COVERED: UNCOVERED:	IND AREA, E CALL SWAP WITH OFF GUARD
FULLBACK	<u>ONSIDE</u>: F TRIP - BLOCK PRIMARY FORCE. <u>OFFSIDE</u>: F WIDE - BLOCK CUT-OFF RULES. <u>QUEEN</u>: BLOCK BACKSIDE SEAL RULES. F WIDER - BLOCK CONVOY RULES.	
HALFBACK	OUTSIDE ZONE FT.WK. EMPH: FOOTWORK AND ENTRY LANE MAKE A QUICK DECISION AND RUN AGGRESIVELY.	

SERIES	PLAY	BASE FORMATIONS
TEENS	16 (17) OUTSIDE	F TRIP SLOT // F WIDE

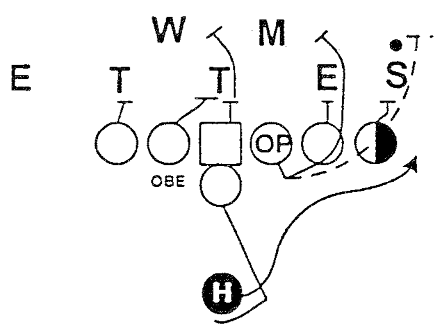
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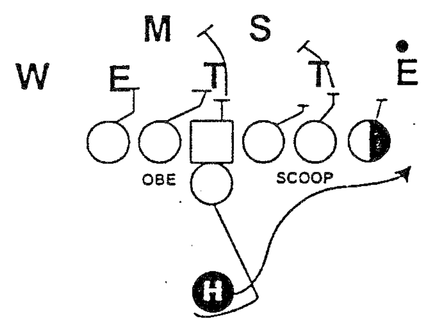
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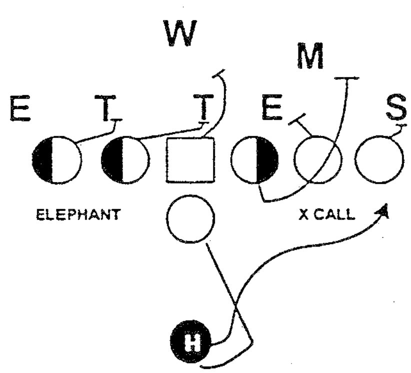
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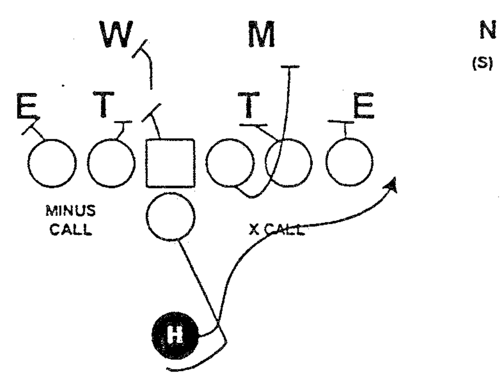
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OKIE



25
SINK



N 4-2



NOTES:

2001

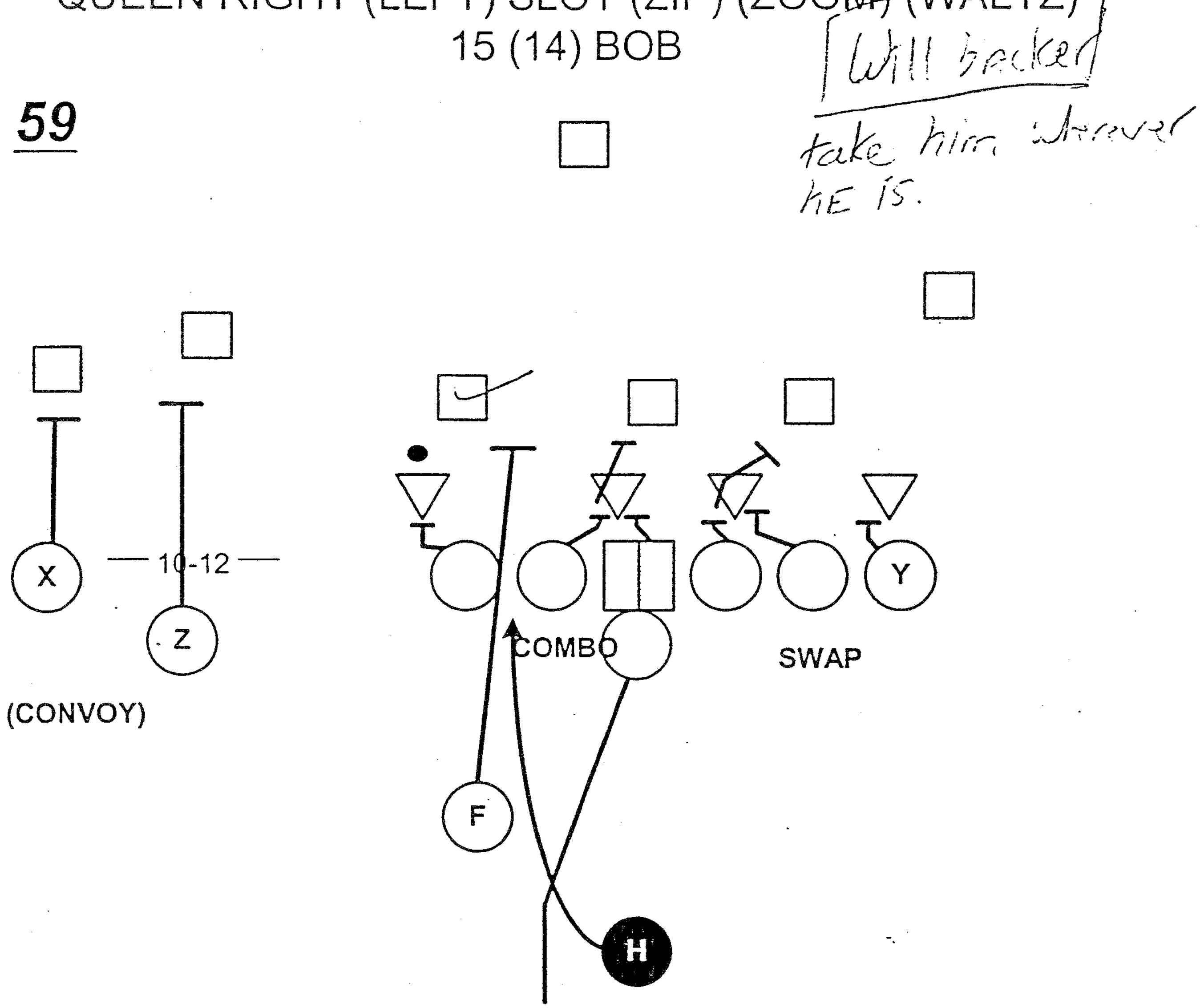
NEW YORK JETS OFFENSE

4 / 5 HOLE

15 / 14 BOB

QUEEN RIGHT (LEFT) SLOT (ZIP) (ZOOM) ~~(WALTZ)~~
15 (14) BOB

59



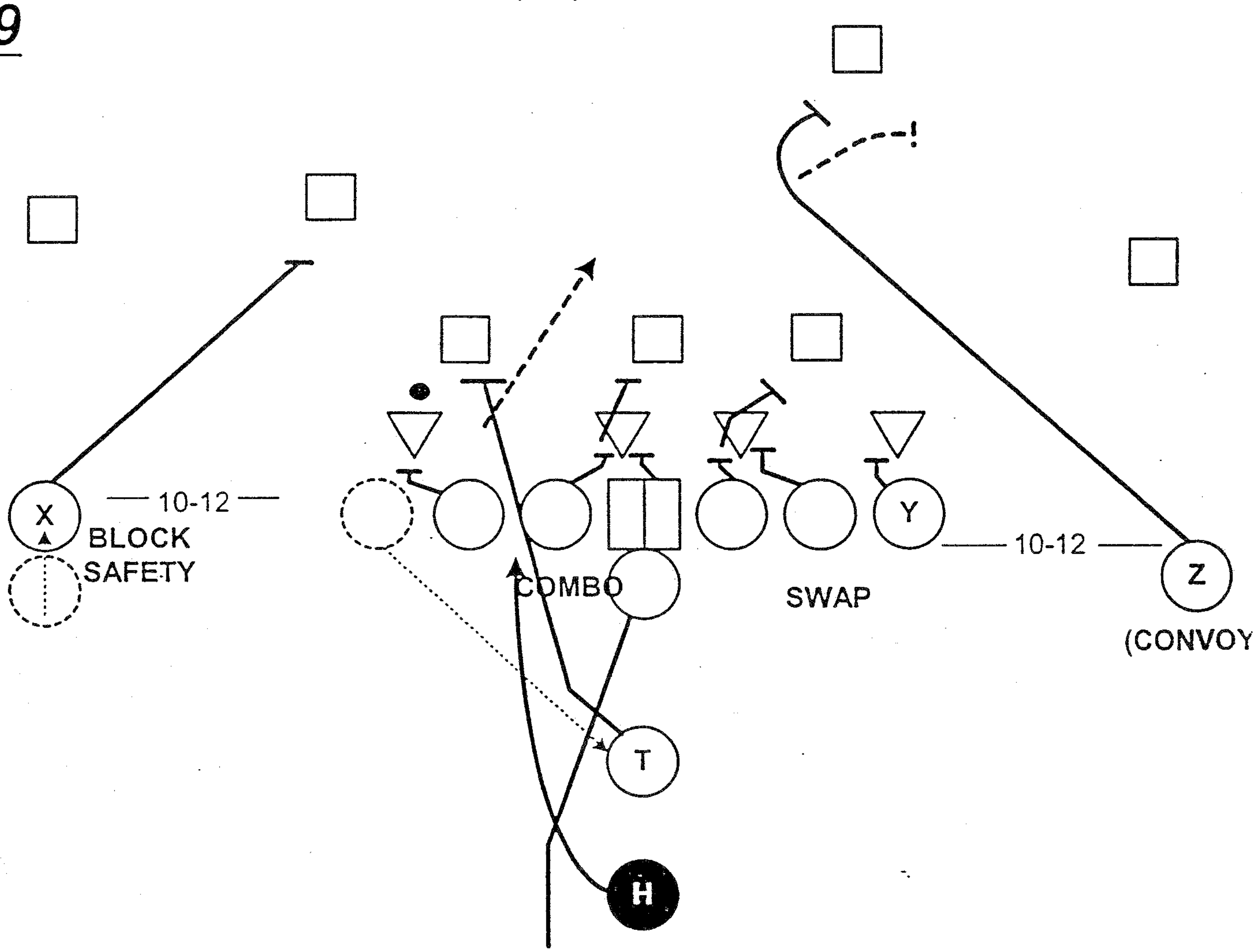
NOTES:
THIS IS A POWER INSIDE RUN ATTITUDE PLAY.

THERE IS NO OFFSIDE

15 / 14 BOB

JUMP (DANCE) GREEN RIGHT (LEFT) <TG>
15 (14) BOB

59



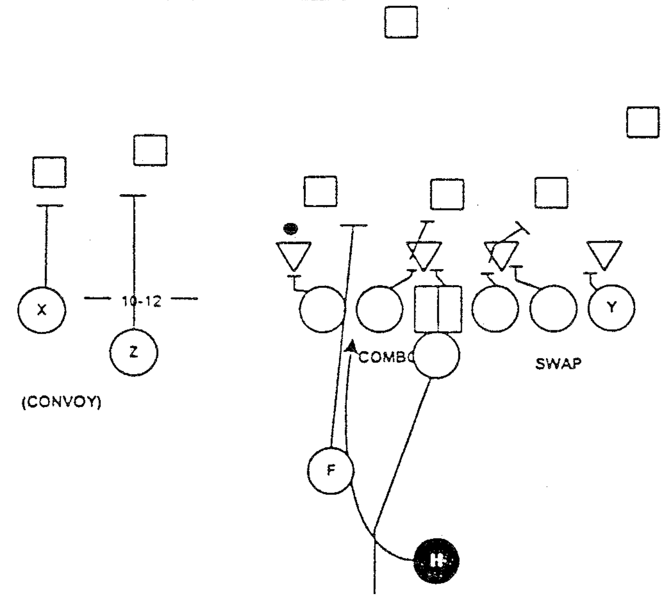
NOTES:
THIS IS A POWER INSIDE RUN ATTITUDE PLAY.

THERE IS NO OFFSIDE

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) BOB	QUEEN SLOT (ZIP) (ZOOM) (WALTZ) // JUMP GREEN <TG>

59



QB	OPEN UP TO THE HOLE. FIRST STEP IS AT 1:00 O'CLOCK (11:00 O'CLOCK) GET BAL. BACK WITH DEPTH. KEY THOUGH: DEEP.

BALL CARRIER

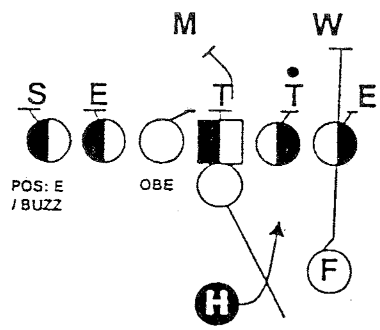
1. FOOTWORK: - INSIDE ZONE FT.WK - OPEN-POWER CROSSOVER-LEAD STEP-KEEP SHOULDERS SQUARE.
2. COURSE & LANDMARK: -AIMING POINT-INSIDE LEG OF OFF. TACKLE - STRETCH...SINK...STAY SQUARE: (PRESS THE L.O.S.)
3. DOT RUNNING (1ST LEVEL): -KEY 1ST ONSIDE COVERED LINEMAN - AREA...FROM OFF-GUARD TO...OUTSIDE LEG OF OFF TACKLE PLAYSIDE. THIS IS A 3 SPOKE RUN. MAKE AN AGGRESSIVE DECISION....EXPECT TRAFFIC
4. 2ND LEVEL: - BE PATIENT - FIND THE LANE.

FB	QUEEN: BACKFIELD ALIGNMENT - POWER: BLOCK RESP# - WILL LINEBACKER - BE ALERT FOR 3-4 - "FAN CALL" - BLOCK INSIDE LB'ER - EXECUTION= STEP WITH OUTSIDE FOOT... LANDMARK OUTSIDE HALF OF DEFENDER. STRETCH HIM - "MAUL" BLOCK TECH...
X	BLOCK-F/S (IF CORNER CHEATS INSIDE INSIDE- RUN AT CORNER TO FREEZE HIM THEN RELEASE TO F/S. vs. SLOT BLOCK CORNER.
Z	CONVOY. Z- VS. SLOT - BLOCK 1ST MAN OVER OR SAFETY.

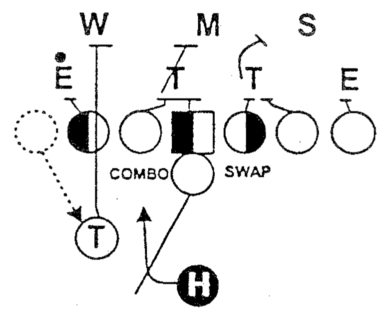
NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) BOB	QUEEN SLOT (ZIP) (ZOOM) (WALTZ) // JUMP GREEN <TG>

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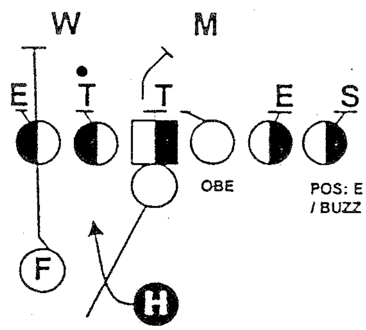
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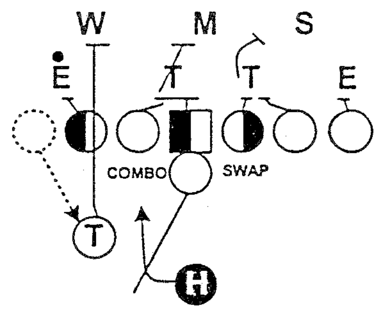
Y -BACKSIDE-	-OT BUBBLE OR NO BUBBLE = DRIVE CUT-OFF ON MAN OVER. POSS: AREA ("E") - OT & Y MUST BLOCK THE GAME. BUZZ - OT & Y MUST BLOCK MOST DANGEROUS OF THE THREE. (ALERT SPIKE). **C.P.: YOUR MENTALITY MUST BE "I AM ONSIDE BLOCKING" - YOU ARE THE KEY TO SUCCESS - C.T.A.**
T	ALERT: FB RULES IN TIGER PERSONNEL.
ONSIDE TACKLE	COVERED: DRIVE BLOCK MAN OVER. G BUBBLE=SCOOP 2 GAP DE/BASE 5 TECH UNCOVERED: DRIVE BLOCK EMOL - ALERT FAN CALL VS 34
ONSIDE GUARD	COVERED: DRIVE BLOCK MAN OVER (SLIP) UNCOVERED: DRIVE BLOCK LB OVER (SCOOP) - POSS "FAN" CALL VS 34
CENTER	COVERED: DRIVE BLOCK MAN OVER (OBE) UNCOVERED: DRIVE BLOCK LB OVER (SLIP) POSSIBLE FOLD/MINUS/PLUS CALL
OFFSIDE GUARD	COVERED: DRIVE BLOCK MAN OVER (SWAP/FOLD) UNCOVERED: DRIVE BLOCK LB OVER (OBE)
OFFSIDE TACKLE	COVERED: DRIVE BLOCK - OUT OF MAN OVER - POSS: E / BUZZ UNCOVERED: SWAP WITH THE OFF GUARD. (ALERT SPIKE)
FULLBACK	"POWER" ALIGNMENT - BLOCK "BOB" RULES...ALERT FAN CALL...MOVEMENT - FUZZ/FIP - DEPTH 4 YDS. FROM L.O.S. - C.P.: ALERT "FAN" CALL
HALFBACK	INSIDE ZONE FOOTWORK...KEY 1ST ONSIDE COVERED LINEMAN..AREA READ...3 SPOKE RUN C.P.: THIS IS NOT A TRACK 'EM RUN.

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) BOB	QUEEN SLOT (ZIP) (ZOOM) (WALTZ) // JUMP GREEN <TG>

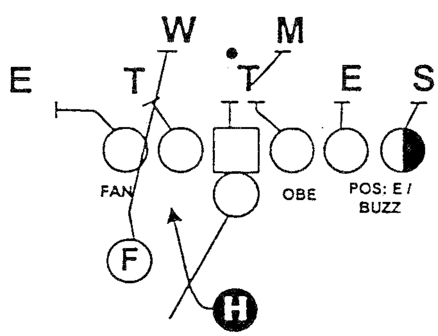
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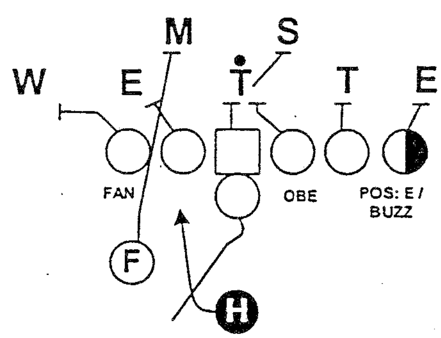
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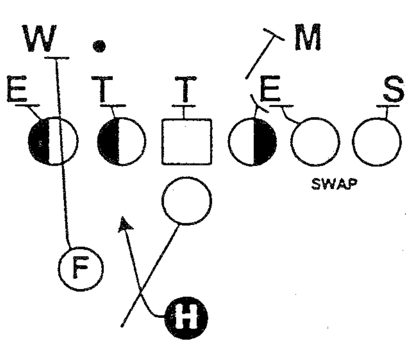
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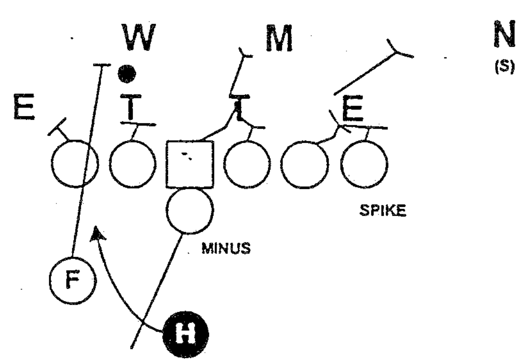
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25
SINK



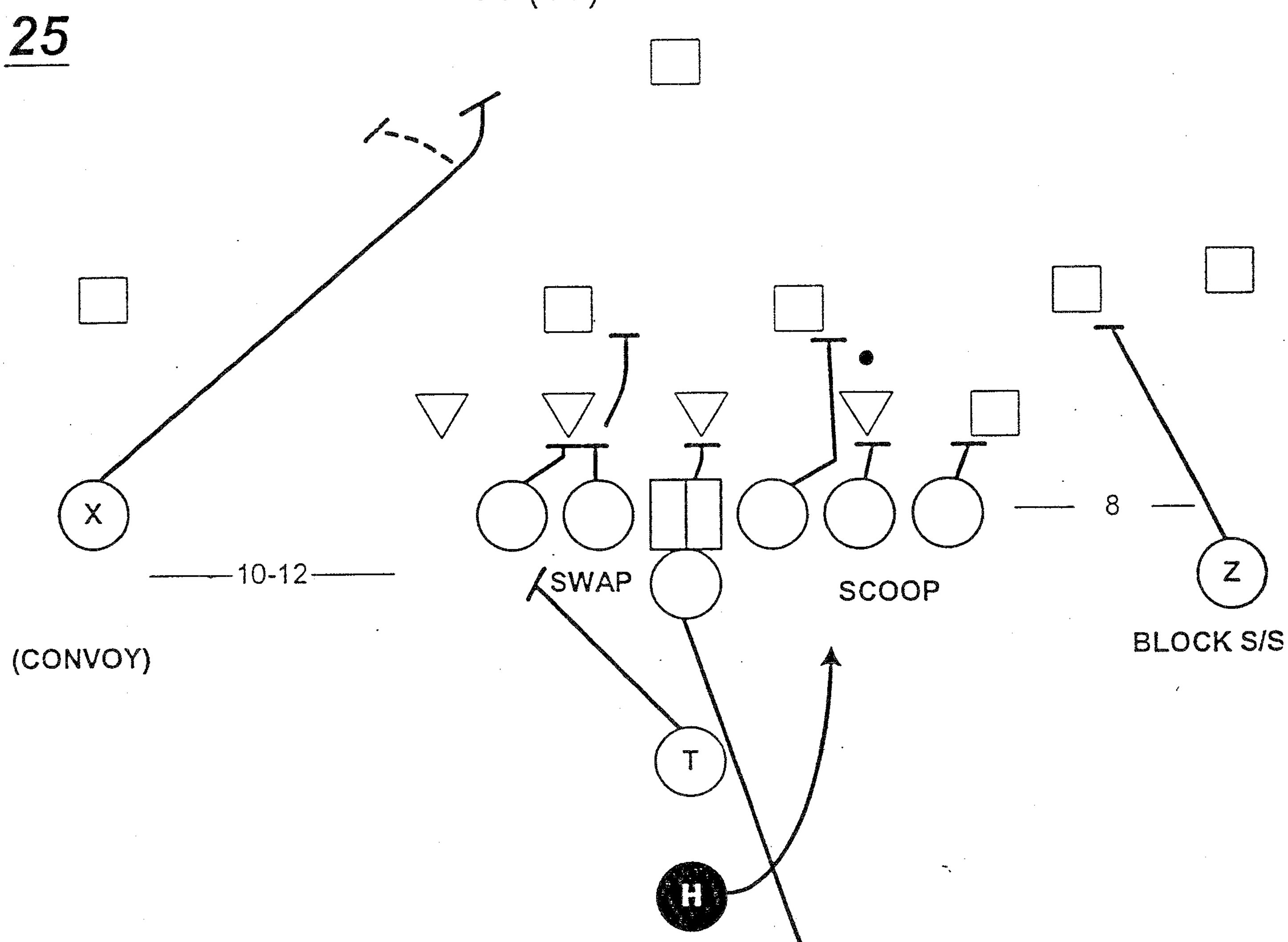
N 4-2



NOTES:

14 / 15 SLASH

GREEN RIGHT (LEFT) <TG>
14 (15) SLASH



NOTES:

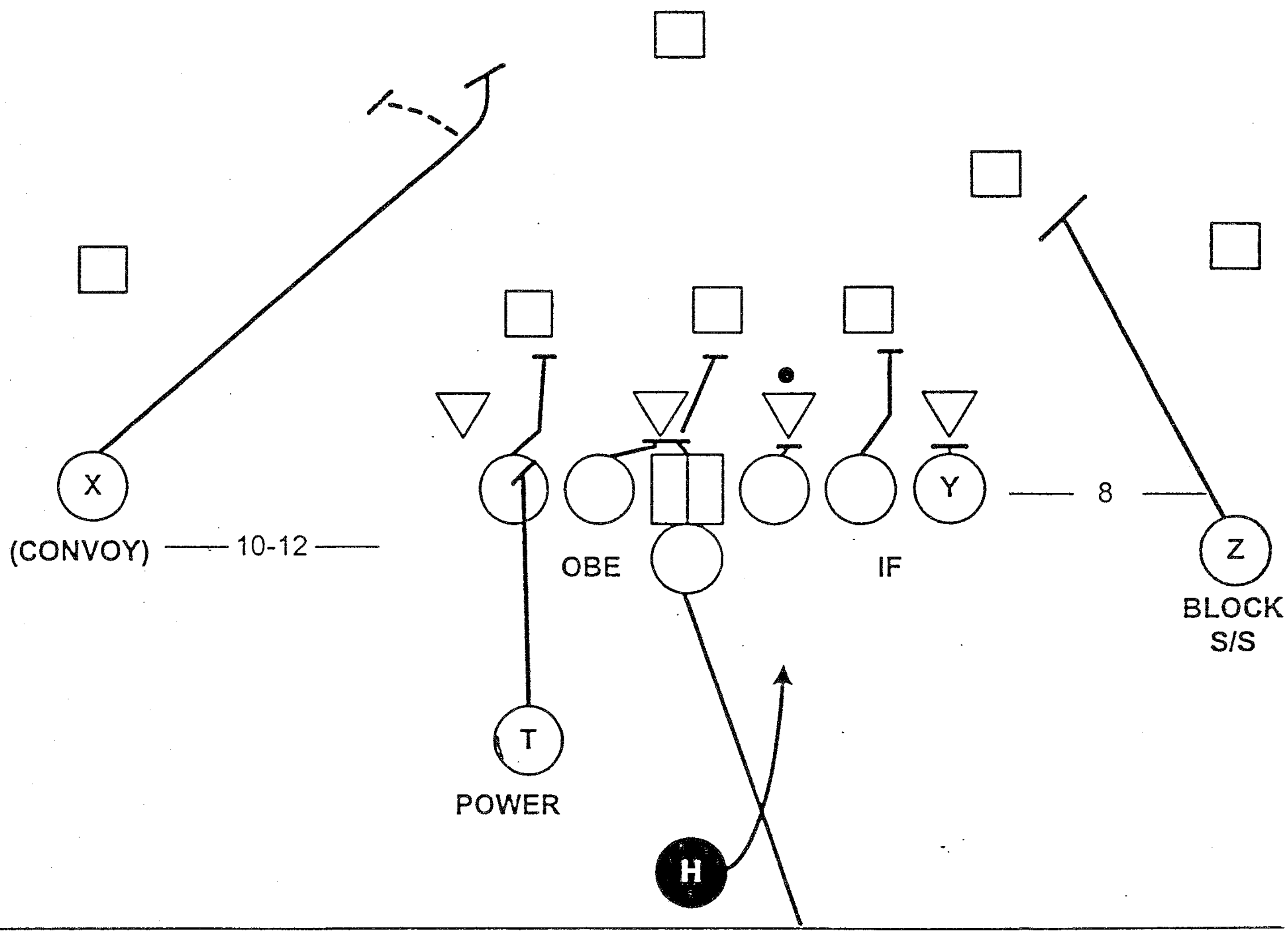
THIS IS A POWER INSIDE RUN ATTITUDE PLAY.

THERE IS NO OFFSIDE MENTALITY.

14 / 15 SLASH

QUEEN RIGHT (LEFT) <TG>
14 (15) SLASH

59



NOTES:

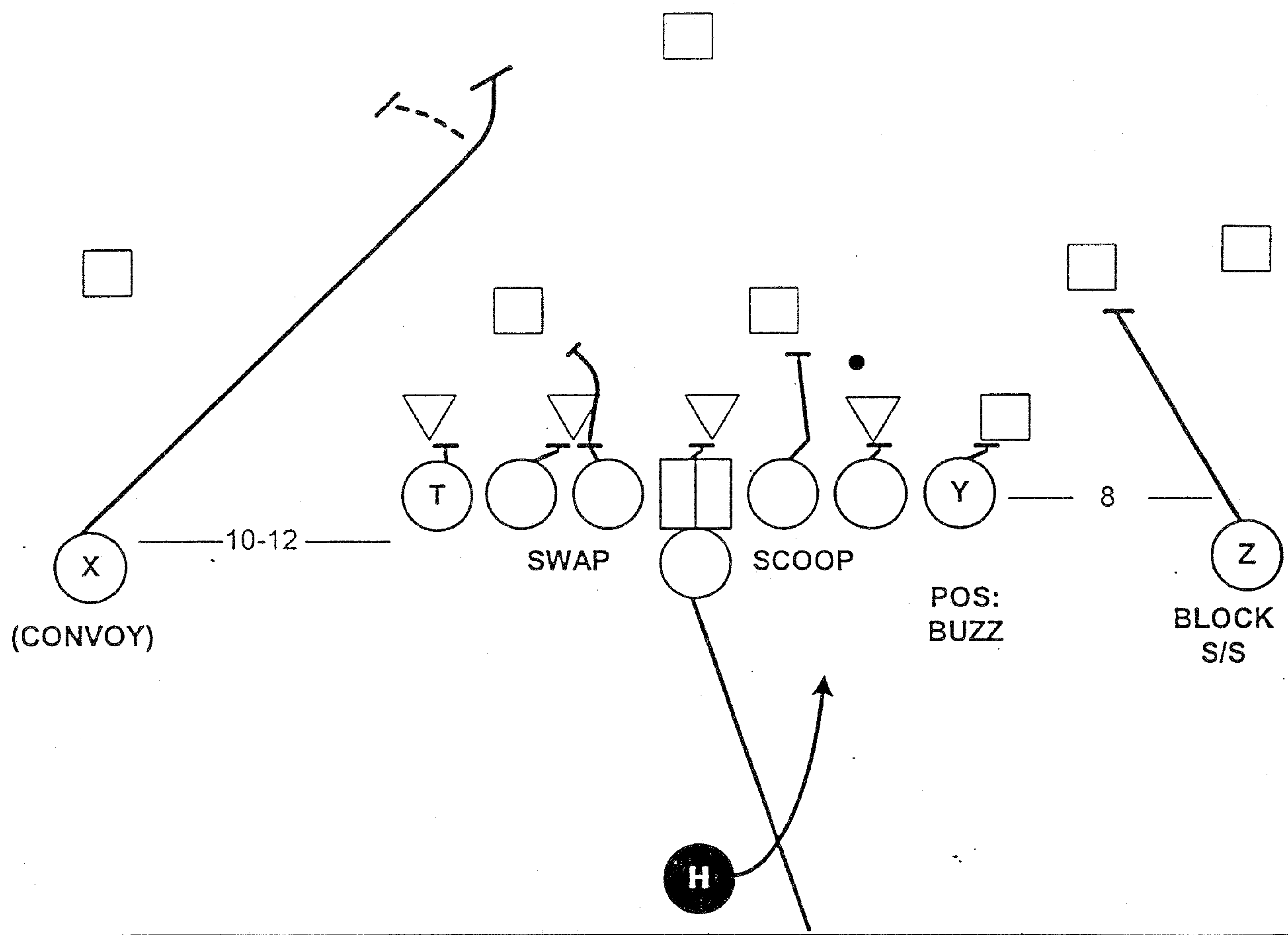
THIS IS A POWER INSIDE RUN ATTITUDE PLAY.

THERE IS NO OFFSIDE MENTALITY.

14 / 15 SLASH

SOLO RIGHT (LEFT) <TG>
14 (15) SLASH

25



NOTES:

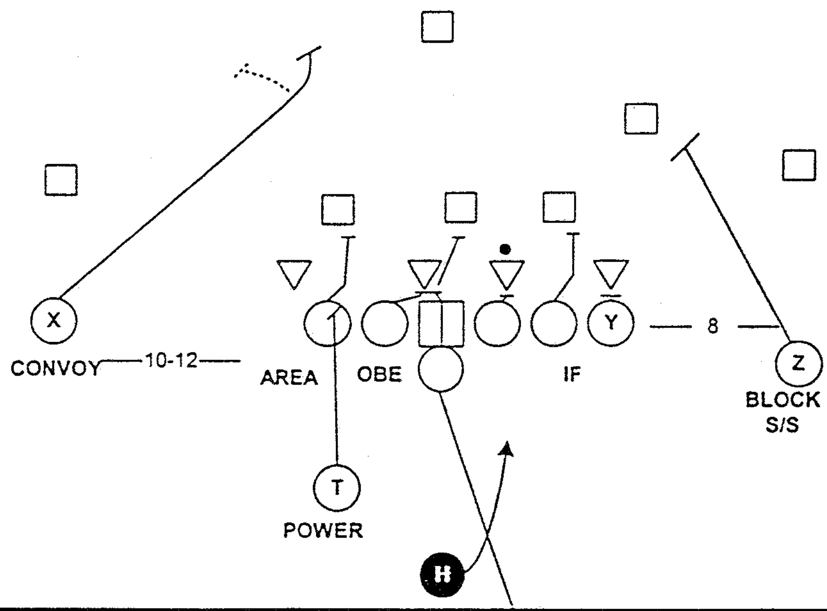
THIS IS A POWER INSIDE RUN ATTITUDE PLAY.

THERE IS NO OFFSIDE MENTALITY.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH	QUEEN <TG> // GREEN <TG> // SOLO <TG>

59



QB	OPEN UP TO THE HOLE. 1ST STEP IS AT 11:00 O'CLOCK (1:00 O'CLOCK). GET THE BALL BACK WITH DEPTH. KEY THOUGHT: DEEP. MOTION LANDMARK IS INSIDE LEG OF TACKLE.

BALL CARRIER

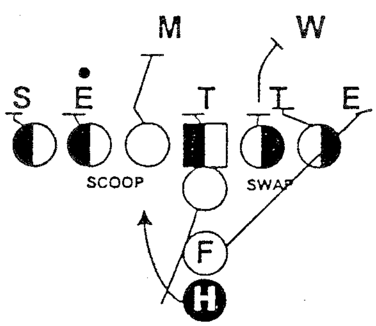
1. FOOTWORK: -INSIDE ZONE FT.WK. OPEN-POWER CROSSOVER-LEAD STEP-KEEP SHOULDERS SQUARE
2. COURSE & LANDMARK: -AIMING POINT-INSIDE LEG OF OFF. TACKLE - STRETCH...SINK...STAY SQUARE: (PRESS THE L.O.S.)
3. DOT RUNNING (1ST LEVEL): -KEY 1ST ONSIDE COVERED LINEMAN - AREA READ...FROM OFF-GUARD TO...INSIDE LEG OF TE. THIS IS A 3 SPOKE RUN. MAKE AN AGGRESSIVE DECISION.
4. 2ND LEVEL: -EXPECT TRAFFIC - BE PATIENT - FIND THE LANE.

FB	QUEEN/GREEN ALIGNMENT = BLOCK RESPSPONSIBILITY EMOL & BACKSIDE SEAL... *MOVEMENT*: RT/LT: MOTION LANDMARK INSIDE LEG OF TACKLE (DON'T BE TOO TIGHT TO L.O.S.) FUZZ/FIP MOTION: MAINTAIN PROPER DEPTH-RESPONSIBILITY E.M.O.L. TO AREA SEAL.
X	CONVOY.
Z	BLOCK-S/S (IF CORNER CHEATS INSIDE - RUN AT CORNER TO FREEZE HIM THEN RELEASE TO F/S. (Z- VS. SLOT OFFSIDE WILL HAVE INSIDE CUT-OFF.)

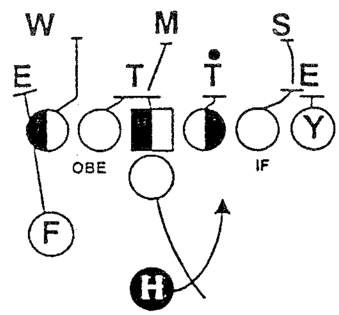
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH	QUEEN <TG> // GREEN <TG> // SOLO <TG>

25



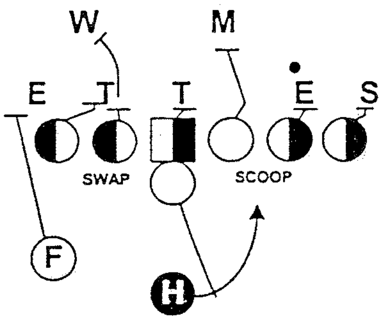
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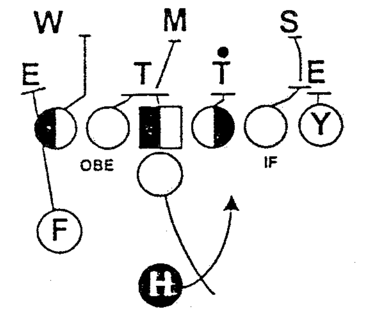
Y BLOCK # 3	DRIVE BLOCK MAN OVER; "IF" BLOCK W/ OT VS. BUBBLE. POSS: "COMBO" CALL PUTS YOU ON AN ISLAND. POSS: BUZZ - TEAM BLOCK TO 8TH ELEMENT. **C.P. - INSIDE PEC LANDMARKS W/ INSIDE FOOTWORK.**
T BACKSIDE	<TIGER> PERSONNEL; YOU HAVE THE FB RULES IF NOT IN SOLO. IF SOLO POSS: MAN OR AREA ("E") (BUZZ). ALWAYS ONSIDE ON SLASH. **C.P.: MOTION LANDMARK IS INSIDE LEG OF OT.**
ONSIDE TACKLE	COVERED: DRIVE BLOCK MAN OVER. G BUBBLE = SCOOP 2 GAP DE/BASE 5 TECH & LB UNCOVERED: BLOCK MAN OVER. POS: F WITH TE OR COMBO WITH ONG .
ONSIDE GUARD	COVERED: DRIVE BLOCK MAN OVER (SLIP). UNCOVERED: DRIVE BLOCK LB OVER (SCOOP)
CENTER	COVERED: DRIVE BLOCK MAN OVER (OBE) UNCOVERED: DRIVE BLOCK LB OVER (SLIP/BUMP) POSSIBLE MINUS CALL
OFFSIDE GUARD	COVERED: DRIVE BLOCK MAN OVER (SWAP) ALERT MINUS CALL UNCOVERED: DRIVE BLOCK LB OVER (OBE)
OFFSIDE TACKLE	COVERED: IND AREA UNCOVERED: SWAP WITH THE OFF GUARD
FULLBACK	BLOCK OFFSIDE EMOL - AREA SEAL RESPONSIBILITY WITH OFF TACKLE. C.P.: BE ALERT FOR STACK LOOKS.
HALFBACK	INSIDE ZONE FOOTWORK...(OPEN - POWER CROSSOVER - LEAD)...KEY - 1ST ONSIDE COVERED LINEMAN-AREA READ...3 SPOKE RUN.

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH	QUEEN <TG> // GREEN <TG> // SOLO <TG>

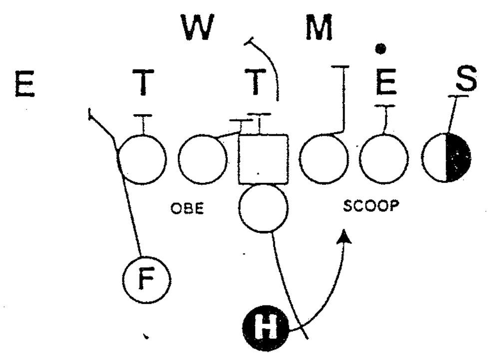
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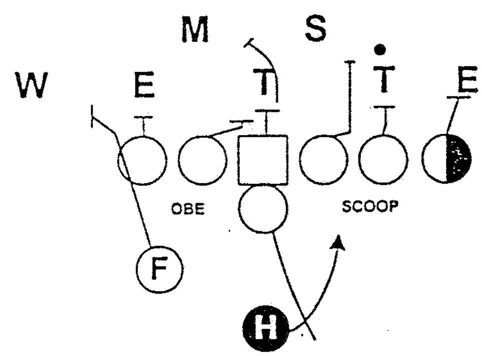
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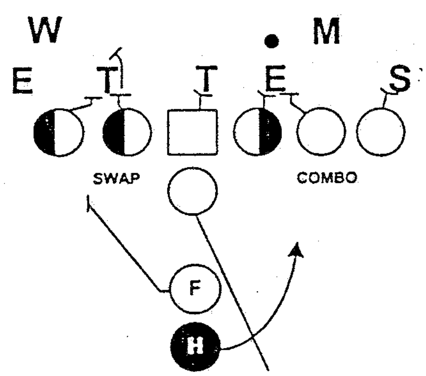
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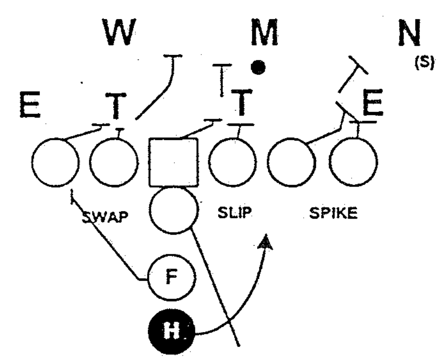
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OKIE



25
SINK



N 4-2



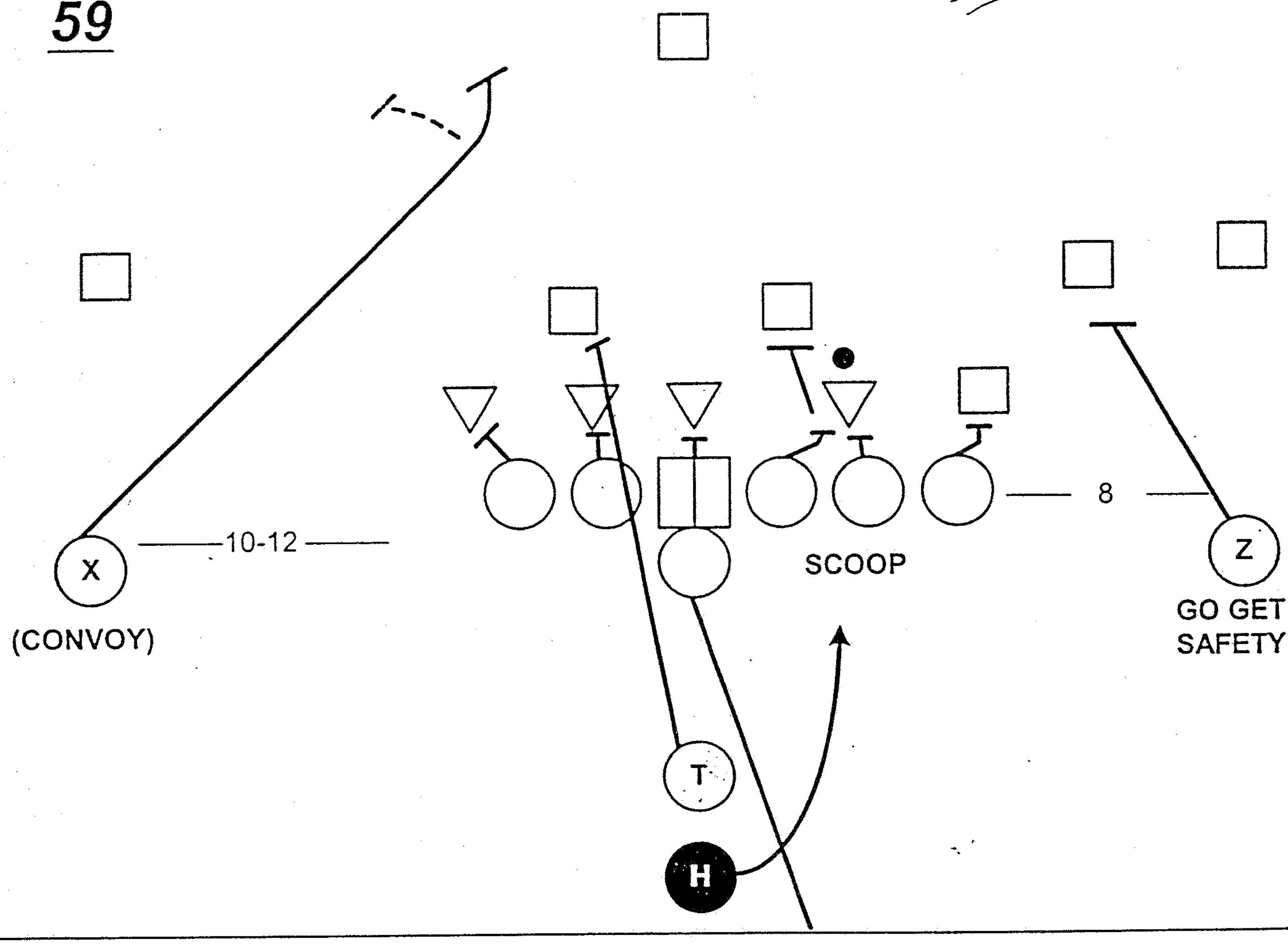
NOTES:

14 / 15 SLASH BIG

GREEN RIGHT (LEFT) (JUMP) <TG>
14 (15) SLASH BIG

Bubble backer

59

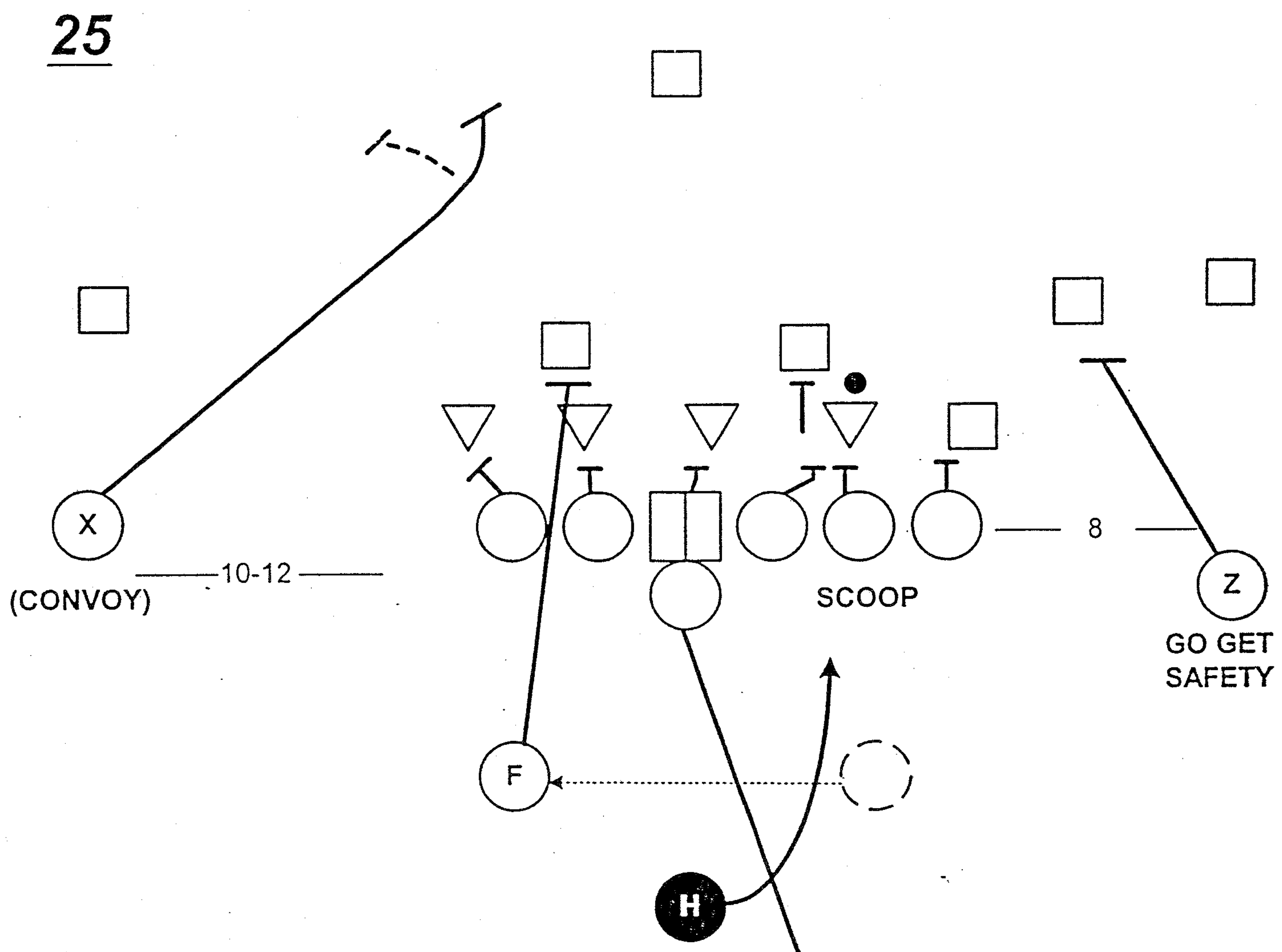


NOTES:

SAME AS WITH 14/15 SLASH.....
WITH MODIFIED OFFSIDE BLOCKING.

14 / 15 SLASH BIG

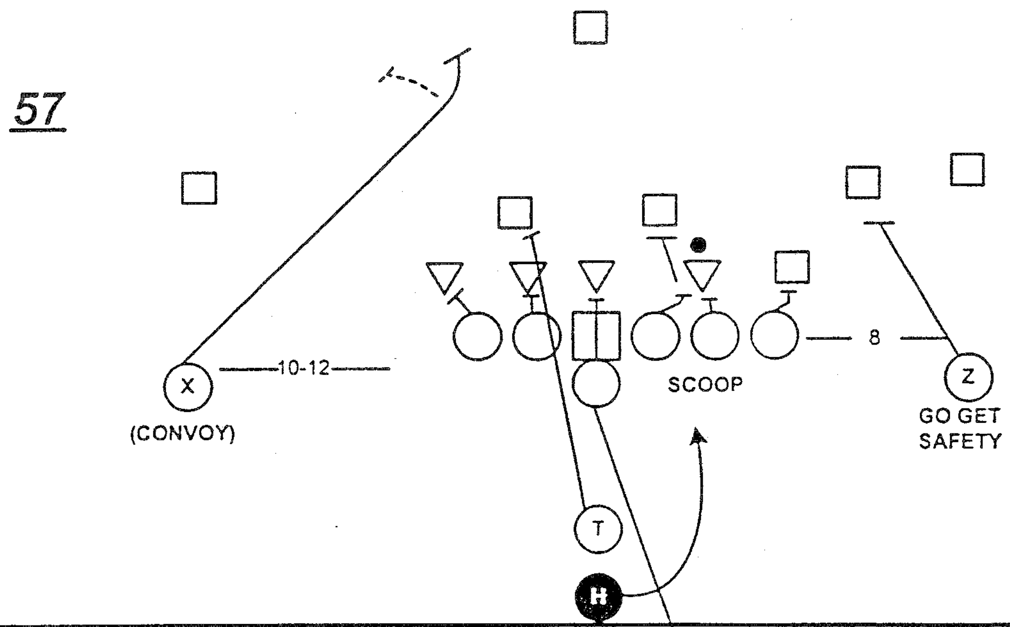
KING RIGHT (LEFT) FUZZ (DANCE)
14 (15) SLASH BIG



NOTES:
SAME AS WITH 14/15 SLASH.....
WITH MODIFIED OFFSIDE BLOCKING.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH BIG	GREEN (JUMP) <TG> // KING FUZZ (DANCE)



QB	OPEN UP TO THE HOLE. 1ST STEP IS AT 11:00 O'CLOCK (1:00 O'CLOCK). GET THE BALL BACK WITH DEPTH. KEY THOUGHT: DEEP.

BALL CARRIER INSIDE ZONE

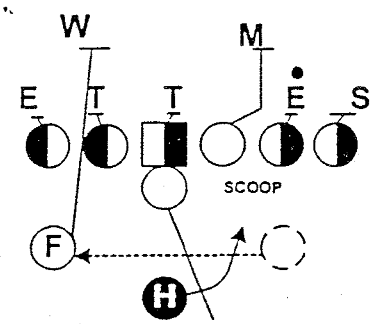
1. FOOTWORK: -OPEN-POWER CROSSOVER-LEAD STEP-KEEP SHOULDERS SQUARE
2. COURSE & LANDMARK: -AIMING POINT-INSIDE LEG OF OFF. TACKLE STRETCH...SINK...STAY SQUARE: (PRESS THE L.O.S.)
3. DOT RUNNING (1ST LEVEL): -KEY 1ST ONSIDE COVERED LINEMAN - AREA...FROM OFF-GUARD TO...INSIDE LEG OF TE. THIS IS A 3 SPOKE RUN. MAKE AN AGGRESSIVE DECISION.
4. 2ND LEVEL: -EXPECT TRAFFIC - BE PATIENT - FIND THE LANE.

FB	BLOCK 1ST OFFSIDE LB'ER. BE ALERT FOR 4-3 LOOK. BLOCK WLB (ALERT EMOL)...C.P...KEY 3 TECHNIQUE FOR BEST COURSE TO LB.
X	CONVOY
Z	BLOCK S/S (IF CORNER CHEATS INSIDE, RUN AT CORNER TO FREEZE HIM, THEN RELEASE TO S/S.

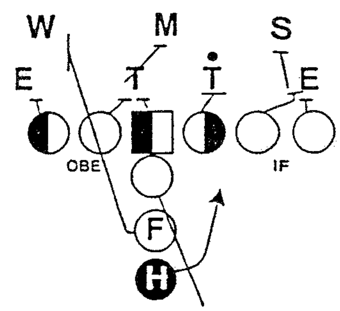
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH BIG	GREEN (JUMP) <TG> // KING FUZZ (DANCE)

25



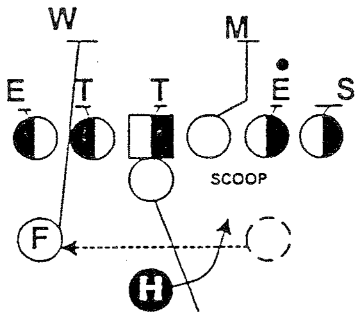
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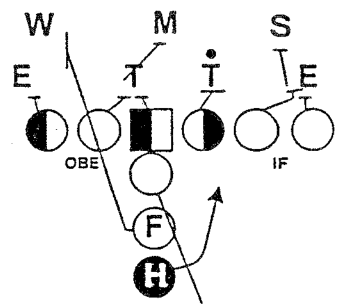
Y BACKSIDE	DRIVE BLOCK MAN OVER; "IF" BLOCK W/ OT VS. BUBBLE. POSS: "COMBO" CALL PUTS YOU ON AN ISLAND. POSS: BUZZ - TEAM BLOCK TO 8TH ELEMENT. **C.P. - INSIDE PEC LANDMARKS W/ INSIDE FOOTWORK.**
T	<TIGER> PERSONNEL YOU HAVE THE FB RULES IF NOT IN SOLO. IF SOLO POSS: DRIVE CUT-OFF OR AREA ("E").
ONSIDE TACKLE	BLOCK # 2: DRIVE BLOCK MAN OVER. G BUBBLE = SCOOP 2 GAP DE/BASE 5 TECH UNCOVERED: BLOCK MAN OVER. POS: F WITH TE OR COMBO WITH ONG ALERT BUZZ.
ONSIDE GUARD	BLOCK # 1: DRIVE BLOCK MAN OVER (POS: SLIP WITH OC) UNCOVERED: DRIVE BLOCK LB OVER (POS: SCOOP WITH ONT)
CENTER	BLOCK # 0: DRIVE BLOCK MAN OVER (POS: OBE WITH OFG) UNCOVERED: DRIVE BLOCK LB OVER (SLIP/BUMP)
OFFSIDE GUARD	COVERED: DRIVE BLOCK MAN OVER UNCOVERED: FAN BLOCK
OFFSIDE TACKLE	BLOCK DE WITH INSIDE POWER CUT-OFF TECHNIQUE UNLES FAN CALL BY OG, THEN BLOCK EMOL.
FULLBACK	BLOCK 1ST OFFSIDE LB'ER. BE ALERT FOR 4-3 LOOK. BLOCK WLB (ALERT EMOL)... C.P...KEY 3 TECHNIQUE FOR BEST COURSE TO LB.
HALFBACK	UNSIDE ZONE FT. WK (OPEN-POWER CROSSOVER-LEAD) KEY 1ST ONSIDE COVERED LINEMAN. AREA READ...3 SPOKE RUN...

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH BIG	GREEN (JUMP) <TG> // KING FUZZ (DANCE)

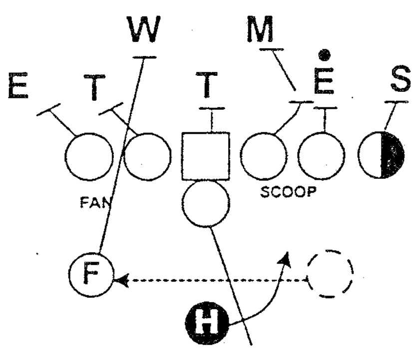
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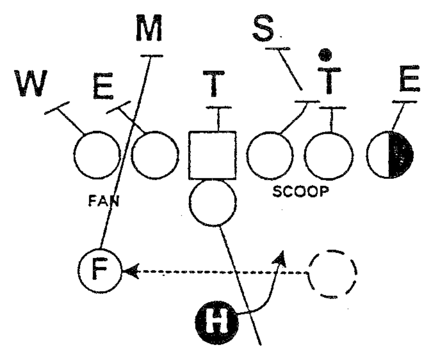
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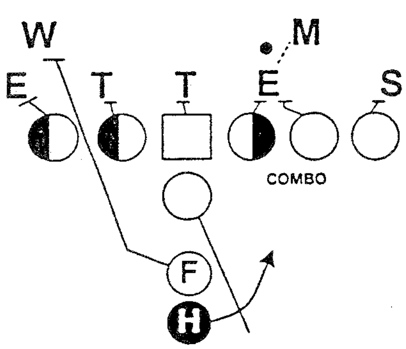
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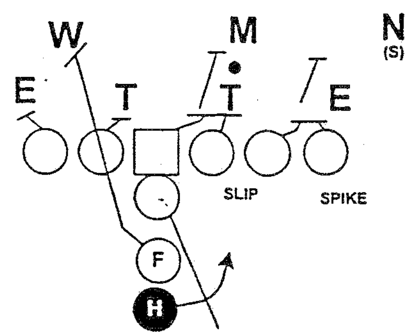
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OKIE



25
SINK



N 4-2

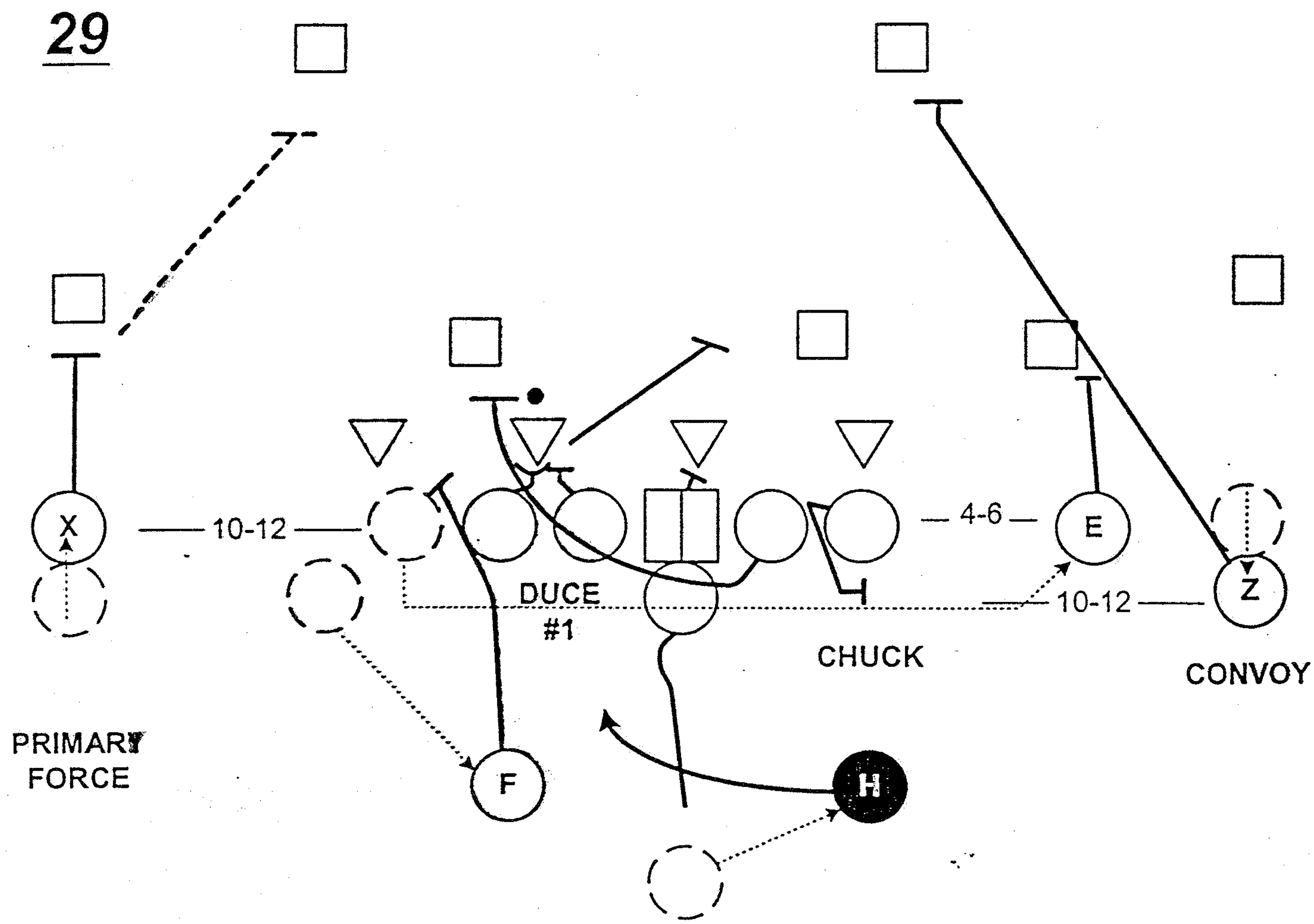


NOTES:

15 / 14 KICK

*(SAME as power) Kick out EOL.

DANCE CHANGE RIGHT (LEFT) <E>
15 (14) KICK

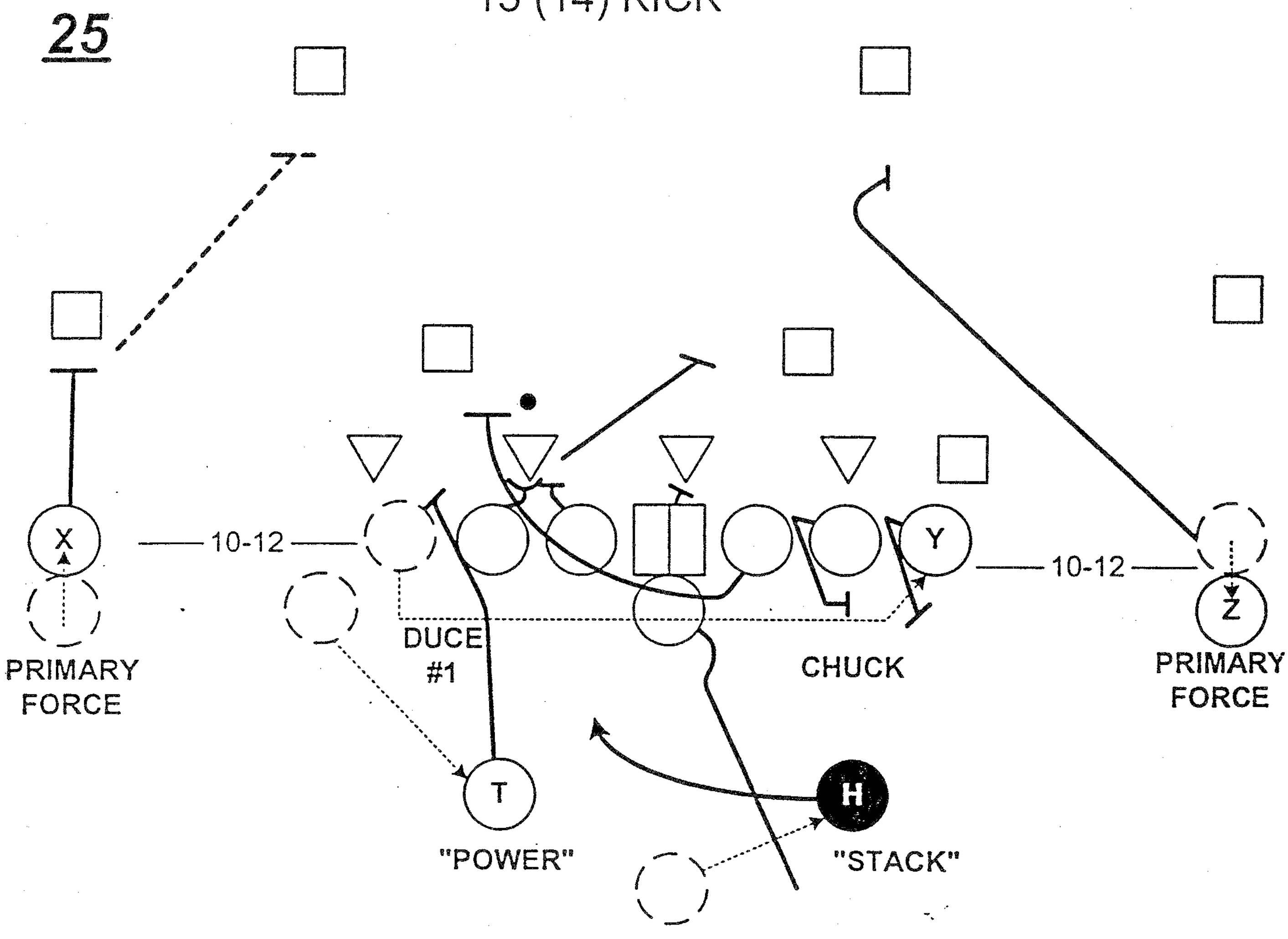


NOTES:

OPENSIDE POWER MENTALITY WITH FB TRRAPPING AND OFF GUARD WRAPPING / GAP BLOCKING & SPLIT THE DEFENSE.

15 / 14 KICK

DANCE CHANGE RIGHT (LEFT) <TG>
15 (14) KICK



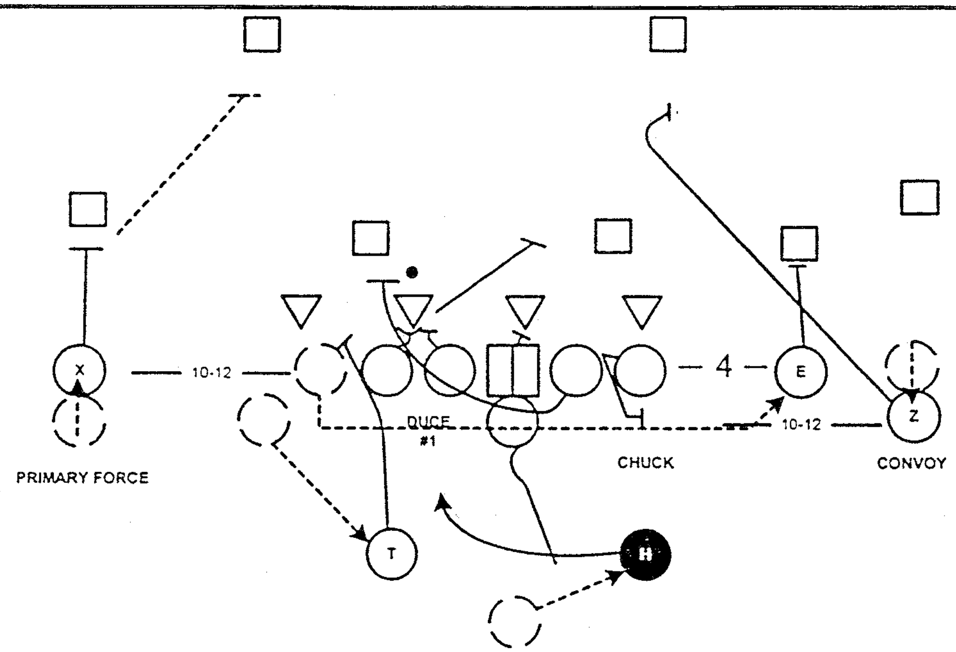
NOTES:

OPENSIDE POWER MENTALITY WITH FB TRRAPPING AND OFF GUARD WRAPPING / GAP BLOCKING & SPLIT THE DEFENSE.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) KICK	DANCE CHANGE <E> <TG>

29



QB	OPEN TO THE BALL CARRIER WITH BUTT TO THE HOLE. SEAT THE BALL. FIRST STEP IS AT 2:00 O'CLOCK. 2ND STEP IS AT 1 O'CLOCK.

BALL CARRIER -"STACK" ALIGNMENT - LATERAL EXCHANGE FT.WK.

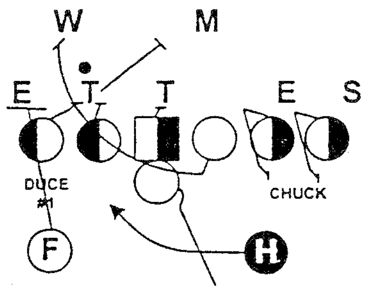
1. FOOTWORK: -(MAINTAIN DEPTH). DRIVE OFF INSIDE FOOT - POWER CROSSOVER...PRESS L.O.S. - (OVER-THE-TOP BALL HANDLING).
2. COURSE & LANDMARK: -EXPLODE THOUGH CENTER-GUARD AREA. GET DOWNHILL AS QUICK AS POSSIBLE. ALERT 3 TECH - HUG DOUBLE TEAM.
3. DOT RUNNING (1ST LEVEL): -AGGRESSIVE ENTRY - THINK NORTH-SOUTH RUN LANE.
4. 2ND LEVEL: -EXPECT TRAFFIC-&-UNBLOCKED DB-THINK NORTH & SOUTH RUN LANE.

FB	EXECUTE POWER BLOCK RULES: TAKE AN INSIDE OUT APPROACH ANGLE...MAINTAIN LEVERAGE AND SUSTAIN YOUR BLOCK.
X	BLOCK PRIMARY FORCE.
Z	CONVOY RULE.

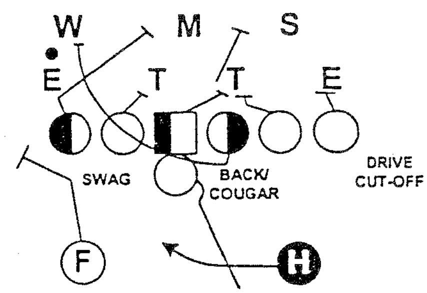
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) KICK	(DANCE) CHANGE <E> <TG>

25



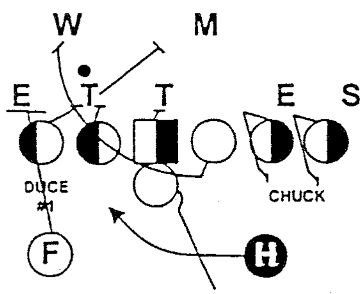
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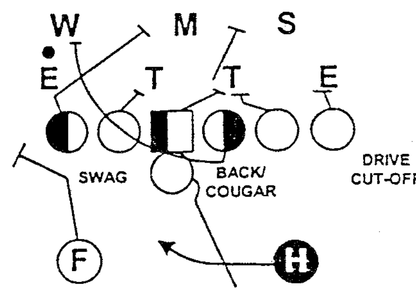
Y BACKSIDE	CHUCK or ALERT: COUGAR VS. OT BUBBLE. = DRIVE CUT-OFF/ POS: GREY (BASE) CALL
T	SEE FB RULES IF IN <TG>. C.P. "KICK" OR A PRIMARY TG PERSONNEL PLAY.
ONSIDE TACKLE	BLOCK ON - INSIDE ON/OFF (TAG). POSSIBLE BACK CALL/ SWAG TECH/ HARD CALL
ONSIDE GUARD	BLOCK ON - INSIDE ON/OFF (ACE). POSSIBLE TAG TO #1 LINEBACKER
CENTER	BLOCK ON - OFFSIDE ON/OFF (BACK/COUGAR). POSSIBLE ACE OR BACK CALLS
OFFSIDE GUARD	PULL - BLOCK ONSIDE BUBBLE BACKER - READ KICK BLOCK FOR BEST COURSE - ALERT HARD CALL
OFFSIDE TACKLE	BLOCK MAN OVER - USE CHUCK TECH. - POSSIBLE BACK/COUGAR CALL (BINGO)
FULLBACK	EXECUTE POWER BLOCK RULES...BE ALERT FOR DEFENDER PLAYING ACROSS YOUR FACE - EMPH - CLOSING DISTANCE TO YOUR BLOCK... POWER ALIGNMENT -
HALFBACK	CHEAT ALIGNMENT - LATERAL EXCHANGE - EXPLODE THRU GUARD'S CENTER AREA...GET DOWNHILL...HUG DOUBLE-TEAM BLOCK - FEEL READ FB'S BLOCK... STACK ALIGNMENT -

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) KICK	DANCE CHANGE <E> <TG>

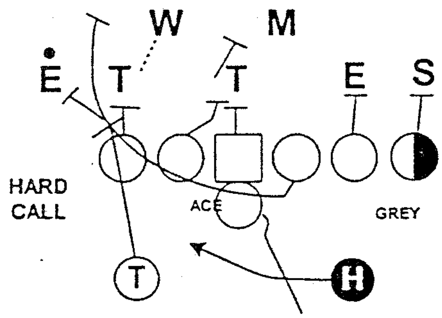
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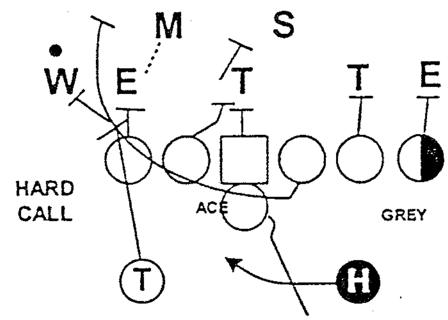
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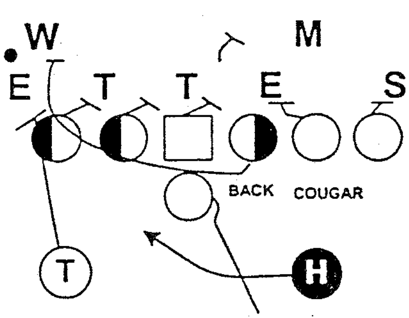
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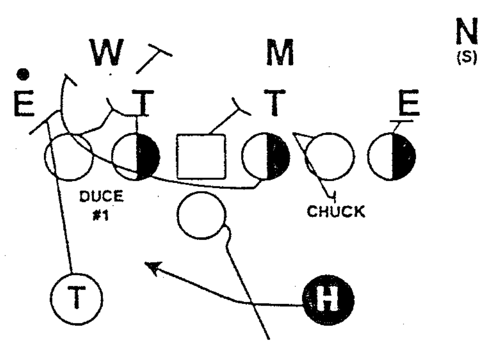
57
OKIE



25
SINK



N 4-2

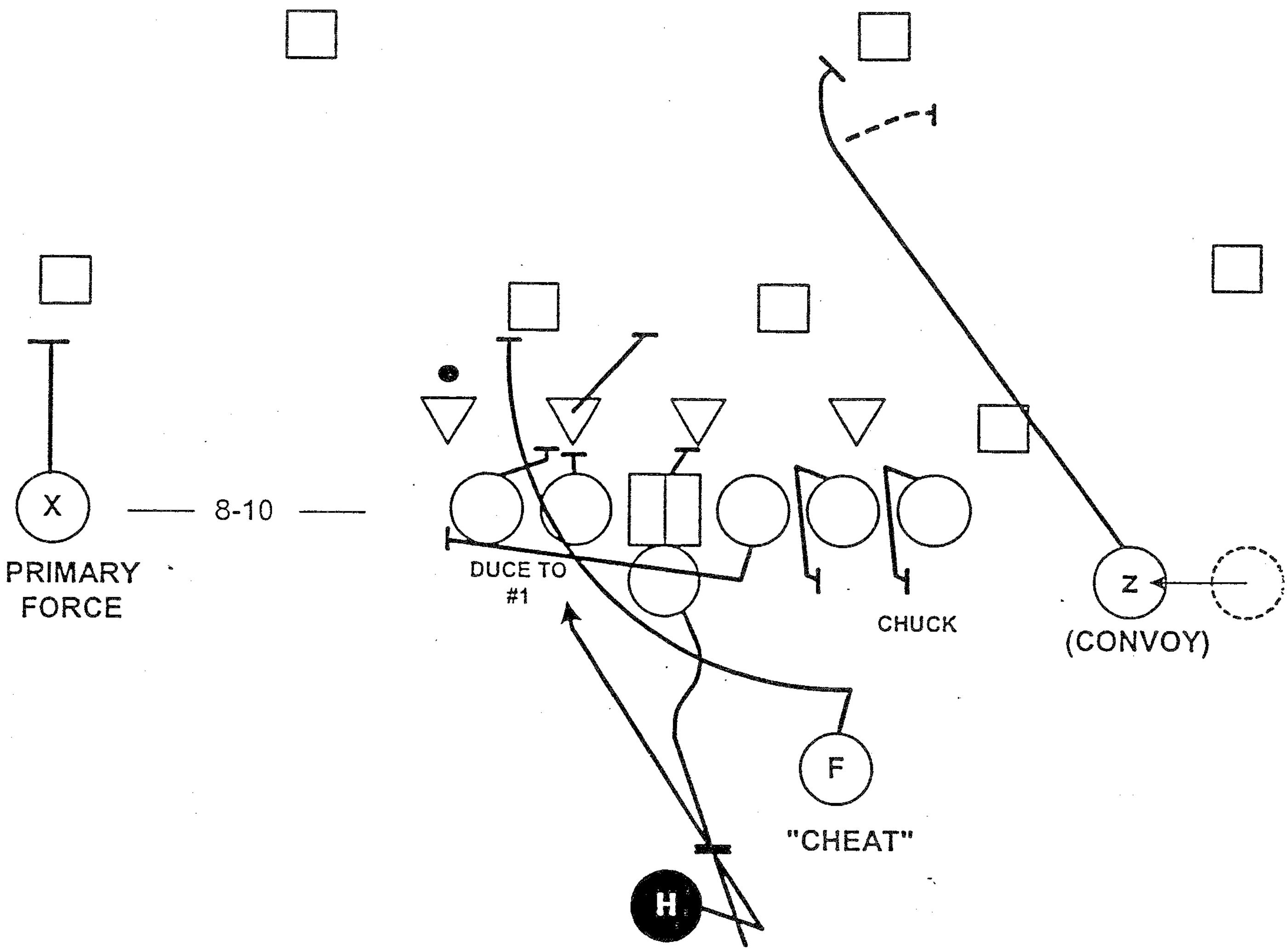


NOTES:

15 / 14 FOG

25

ZIP KING RIGHT (LEFT)
15 (14) FOG



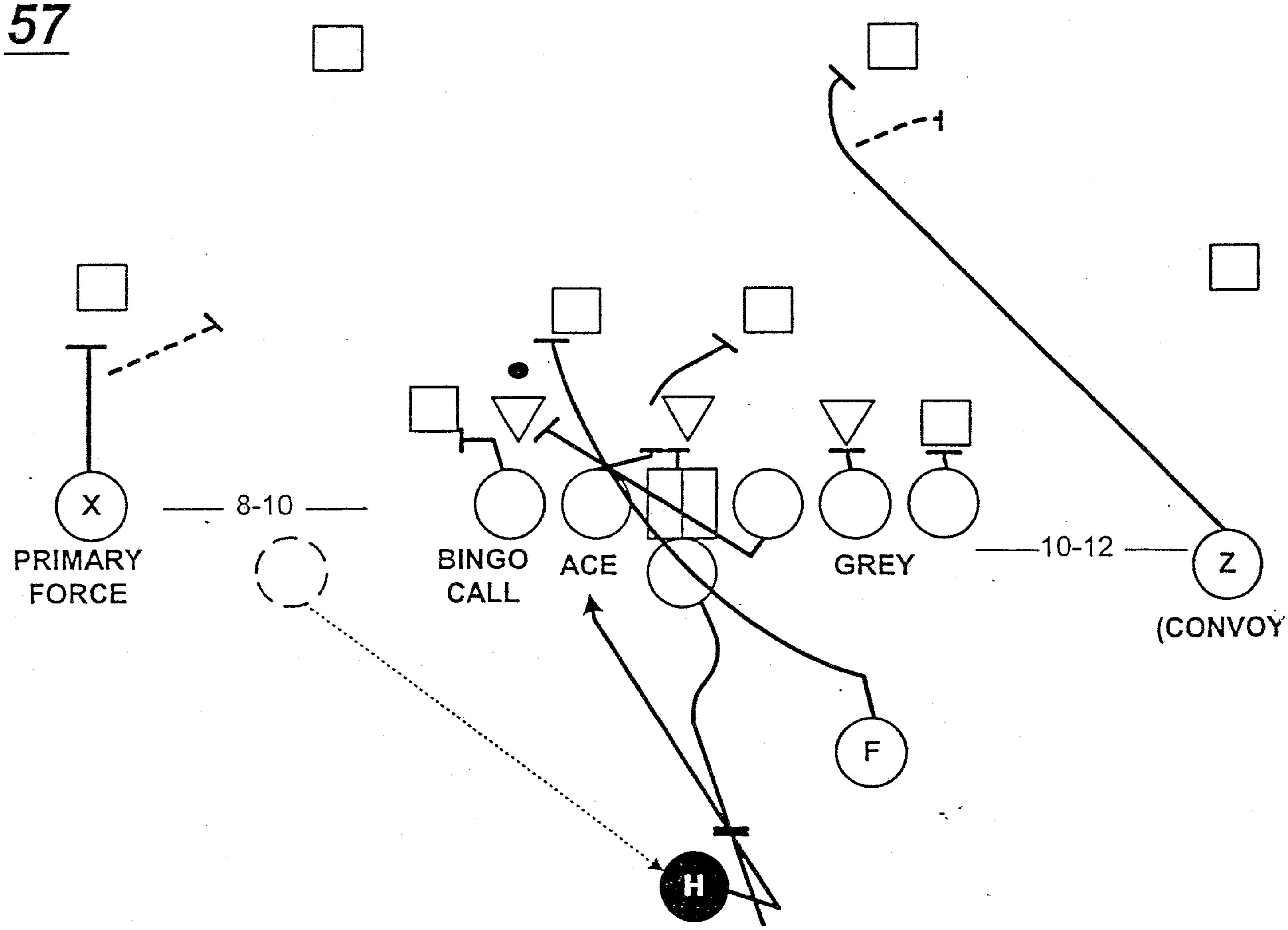
NOTES:

A MIS-DIRECTION PLAY WITH GAP BLOCKING THAT WILL SPLIT THE DEFENDEFENSE WITH GUARD AND F/T PULLING TO TRAP AND WRAP, RESPECTIVELY.

15 / 14 FOG

WIDE RIGHT (LEFT) HIP
15 (14) FOG

57

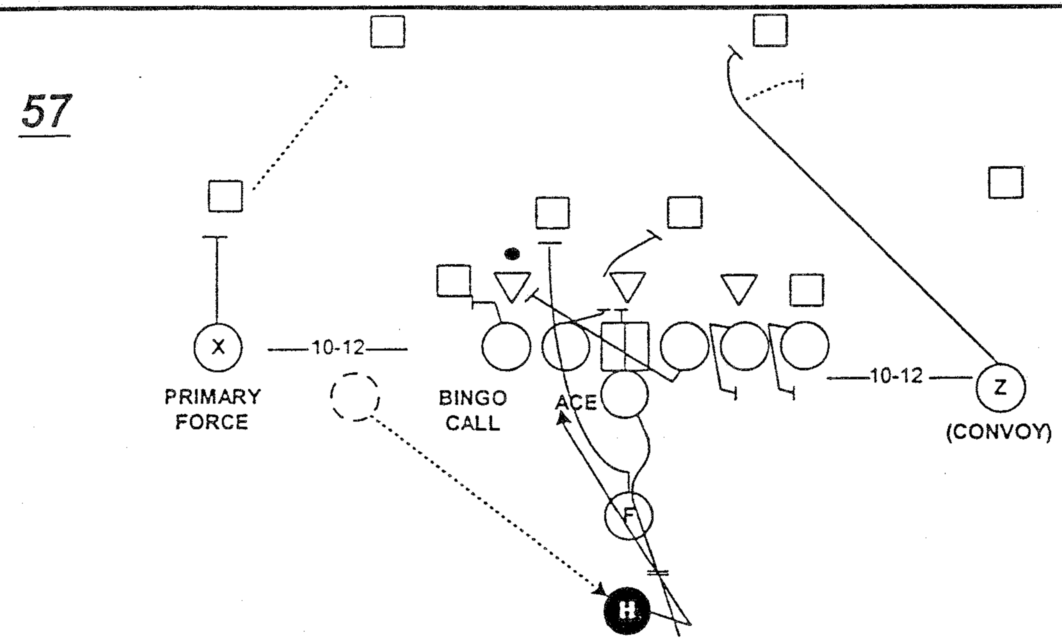


NOTES:

A MIS-DIRECTION PLAY WITH GAP BLOCKING THAT WILL SPLIT THE DEFENDEFENSE WITH GUARD AND F/T PULLING TO TRAP AND WRAP, RESPECTIVELY.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	JAB 15 (14) FOG	WIDE HIP // ZIP KING



QB	OPEN AWAY FROM THE HOLE. FIRST STEP IS GREATER THAN 12:00 O'CLOCK. EXTEND THE BALL, QUICKLY GET THE BALL BACK TO HB. OVER THE TOP HAND-OFF.

BALL CARRIER

1. FOOTWORK: -COUNTER FOOTWORK - KEEP EYES ON ENTRY LANE AND MOVERS' BLOCKS.

2. COURSE & LANDMARK: -EXECUTE COUNTER/ COURSE - THINK DOWNHILL - BE ALERT FOR LINE CALLS - YOUR COURSE COULD CHANGE. EX: BINGO - TANGO

3. DOT RUNNING (1ST LEVEL): -AGGRESSIVE ENTRY - KEYING TACKLE'S BLOCK AND MOVERS' FOR PROPER COURSE.

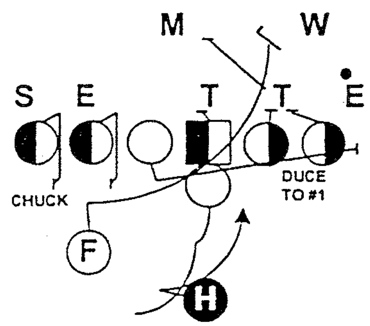
4. 2ND LEVEL: -EXPECT UNBLOCKED DEFENDER - MAKE HIM MISS.

FB	LEAD STEP AT GUARD'S NEAR FOOT - QUICK SHUFFLE - RUN TIGHT COURSE TO TACKLE'S BLOCK. CHEAT ALIGNMENT: BE AWARE OF GUARD'S BLOCK.BE PREPARED TO ADJUST YOUR COURSE. EYES ON YOUR RESP. #...BE ALERT FOR TRAFFIC...DON'T PASS UP OPPOSITE COLOR (NO PENETRATION.) ALERT: TANGO - BINGO.
X	BLOCK PRIMARY FORCE.
Z	CONVOY RULE.

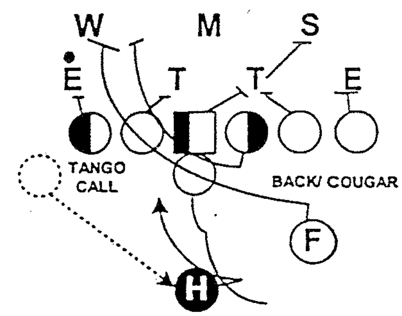
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) FOG	WIDE HIP // ZIP KING

25



59



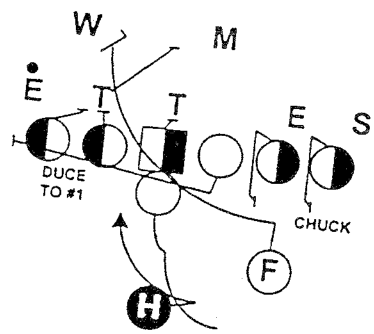
Y BACKSIDE	OT UNCOVERED: CHUCK OR MAN (GREY). OT UNCOVERED: POSS.: COUGAR. **TANGO CALL:** AN OPTION THAT EITHER THE ONG OR ONT CAN CALL VS 1 TECH OR WILL BUBBLE
T	IF TIGER, FOLLOW FB RULES.
ONSIDE TACKLE	BLOCK - INSIDE ON/OFF (TAG). POSSIBLE BACK CALL/TANGO CALL / BINGO CALL **TANGO CALL:** AN OPTION THAT EITHER THE ONG OR ONT CAN CALL VS 1 TECH OR WILL BUBBLE
ONSIDE GUARD	BLOCK ON - INSIDE ON/OFF (ACE). POSSIBLE TAG TO 1st BACKER/TANGO CALL **TANGO CALL:** AN OPTION THAT EITHER THE ONG OR ONT CAN CALL VS 1 TECH OR WILL BUBBLE
CENTER	BLOCK ON - OFFSIDE ON/OFF (BACK/COUGAR). POSSIBLE ACE OR BACK CALL.
OFFSIDE GUARD	PULL - BLOCK EMOL (UNLESS TANGO CALL = 1ST WRAPPER)
OFFSIDE TACKLE	BLOCK MAN OVER - UNCOVERED CHUCK - POSSIBLE BACK/COUGAR CALL
FULLBACK	CHEAT ALIGNMENT: LEAD STEP AT GUARD'S NEAR FOOT - BE AWARE OF GUARD'S BLOCK - QUICK SHUFFLE AND RUN TIGHT COURSE TO DOUBLE/TEAM BLOCK. EYES INSIDE ON THREAT...SHOULDERS SQUARE TO L.O.S...BLOCK ONSIDE LB'ER TO 1ST THREAT. ALERT 'TANGO' CALL = 2ND WRAPPER.
HALFBACK	EXECUTE COUNTER FT.WK - KEY MOVERS' BLOCKS - AGGRESSIVE ENTRY - HUG THE DOUBLE-TEAM BLOCK.

SERIES
TEENS

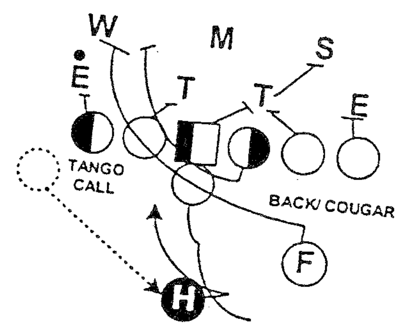
PLAY
15 (14) FOG

BASE FORMATIONS
WIDE HIP // ZIP KING

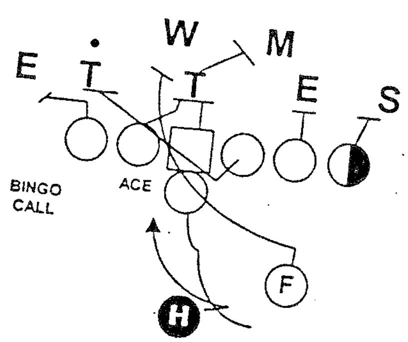
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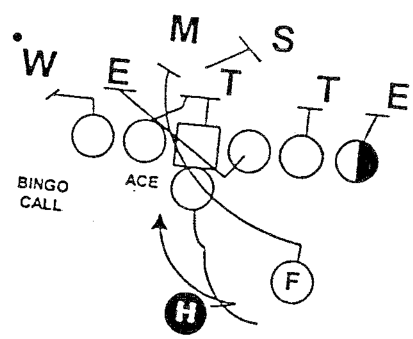
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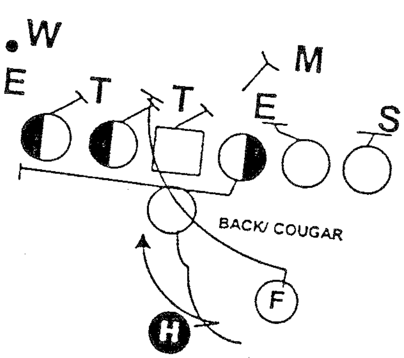
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OKIE



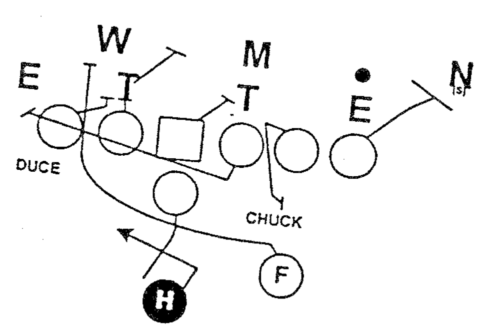
57
OKIE



25
SINK



N 4-2

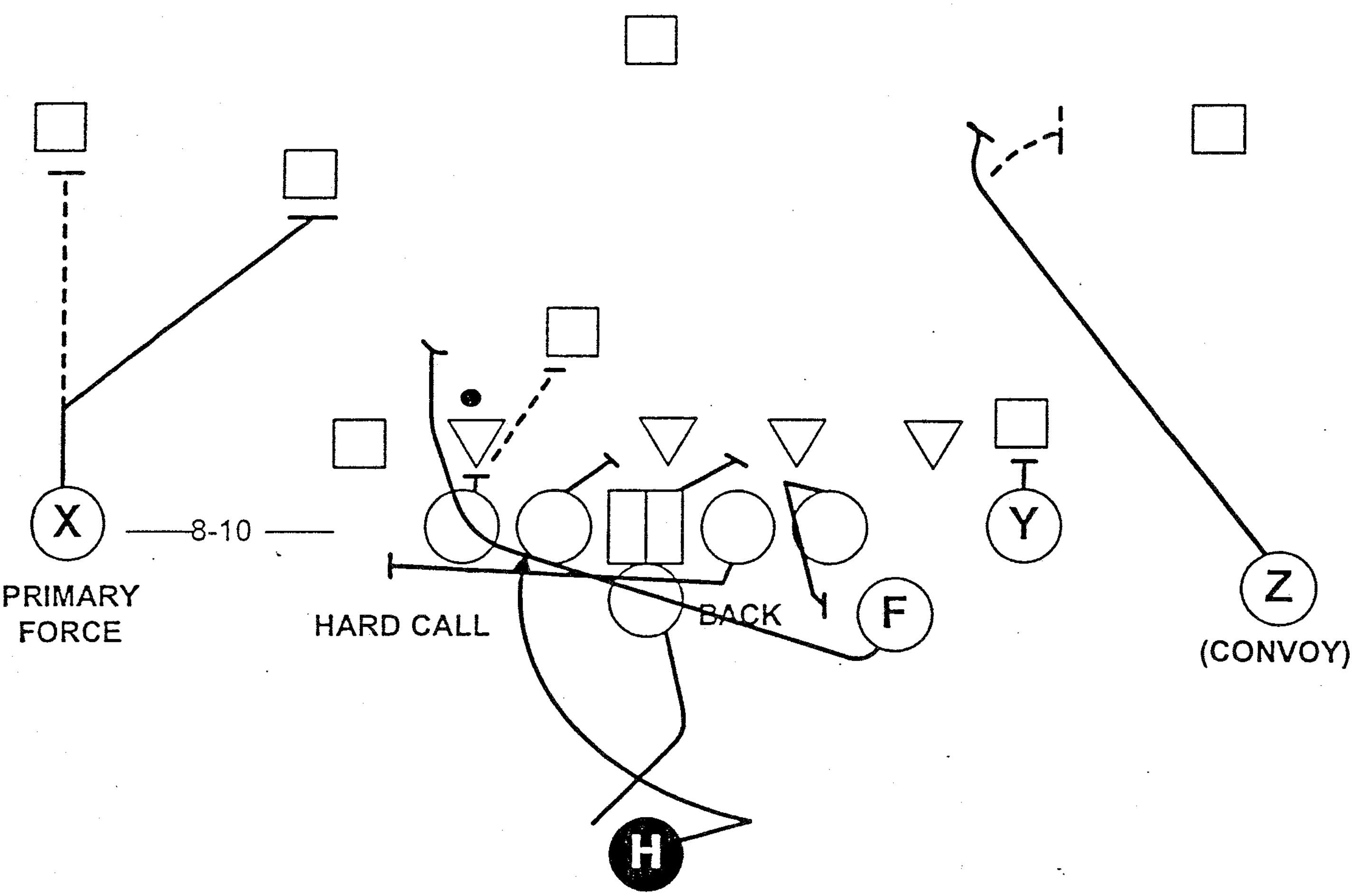


NOTES:

15 (14) CTR AWAY G-F

BOX (LEFT)
15 (14) COUNTER AWAY G-F

25

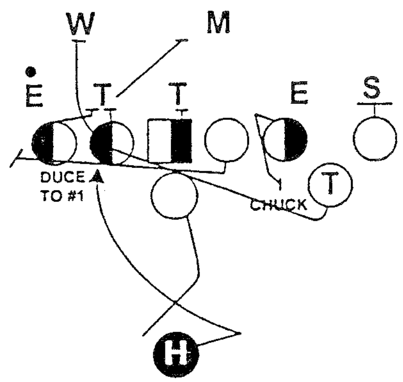


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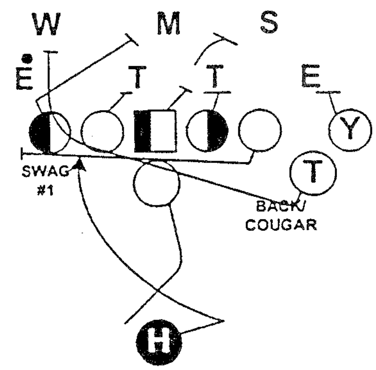
A MIS-DIRECTION PLAY WITH GAP BLOCKING THAT WILL SPLIT THE DEFENDEFENSE WITH GUARD AND F/T PULLING TO TRAP AND WRAP, RESPECTIVELY.

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) CTR AWAY G-T	FLEX <TG> // BOX

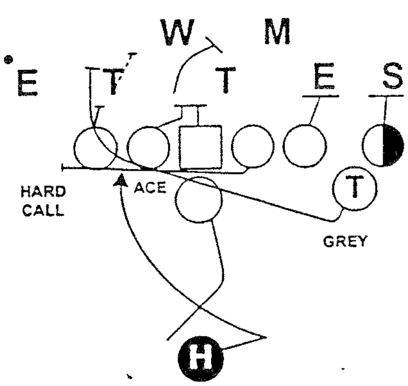
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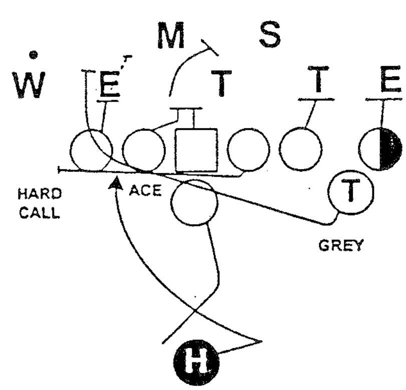
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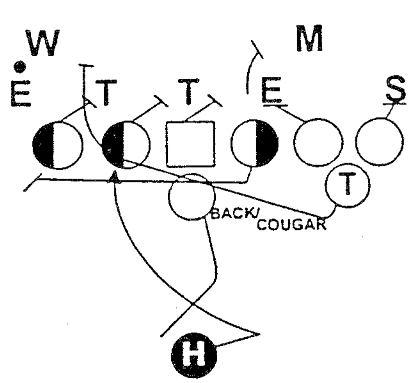
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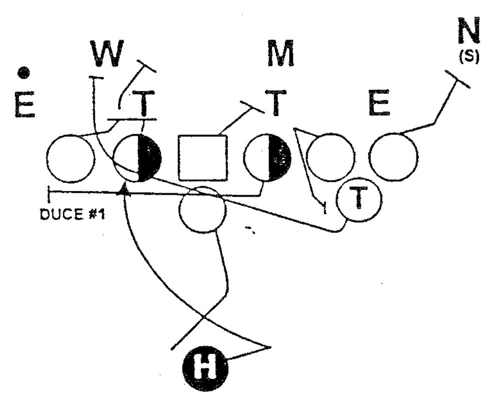
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OKIE



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SINK



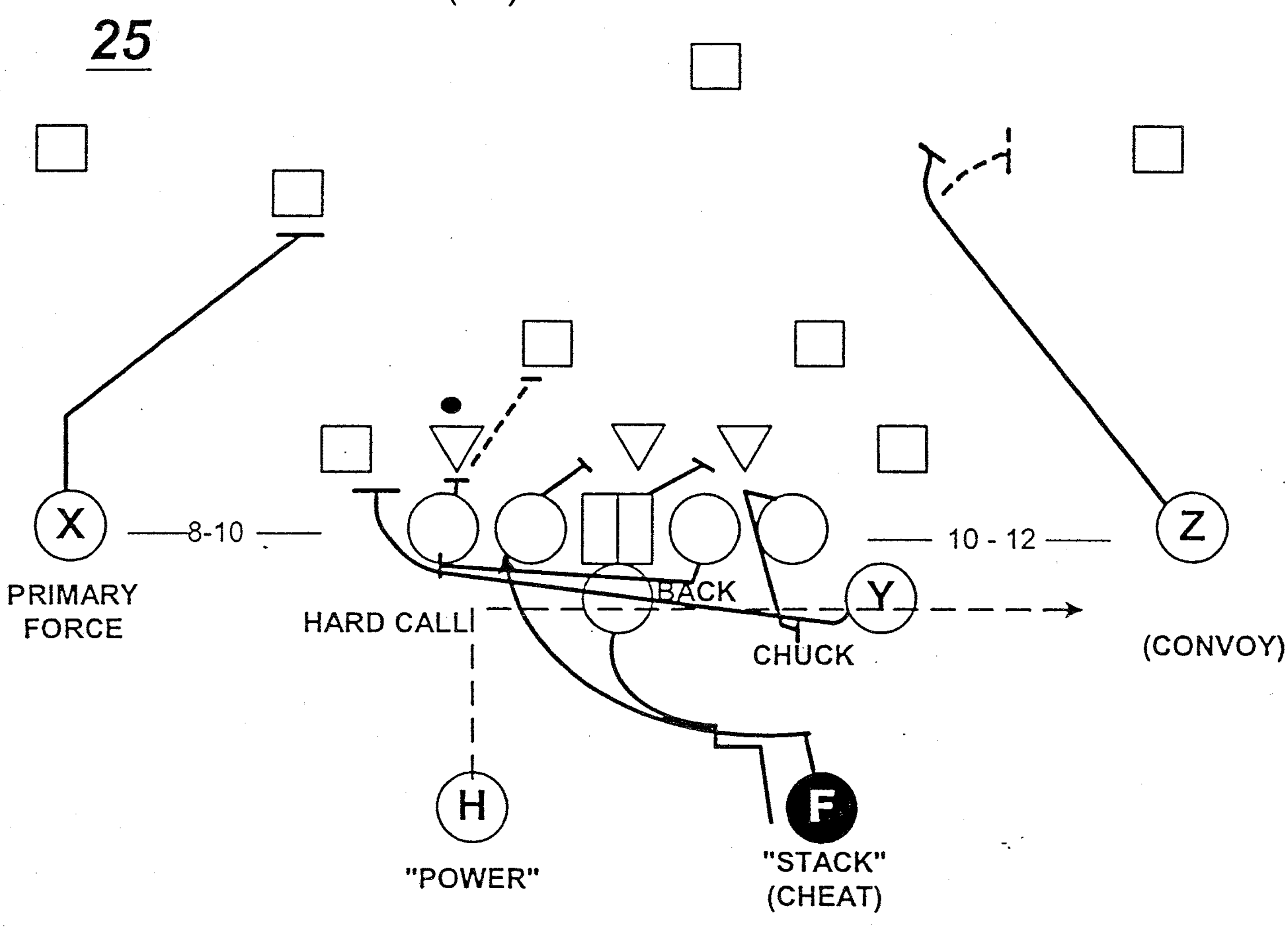
N 4-2



NOTES:

35 (34) CTR AWAY G-Y

RED RIGHT (LEFT) A-C STRONG (Y OFF)
35 (34) COUNTER AWAY G-Y



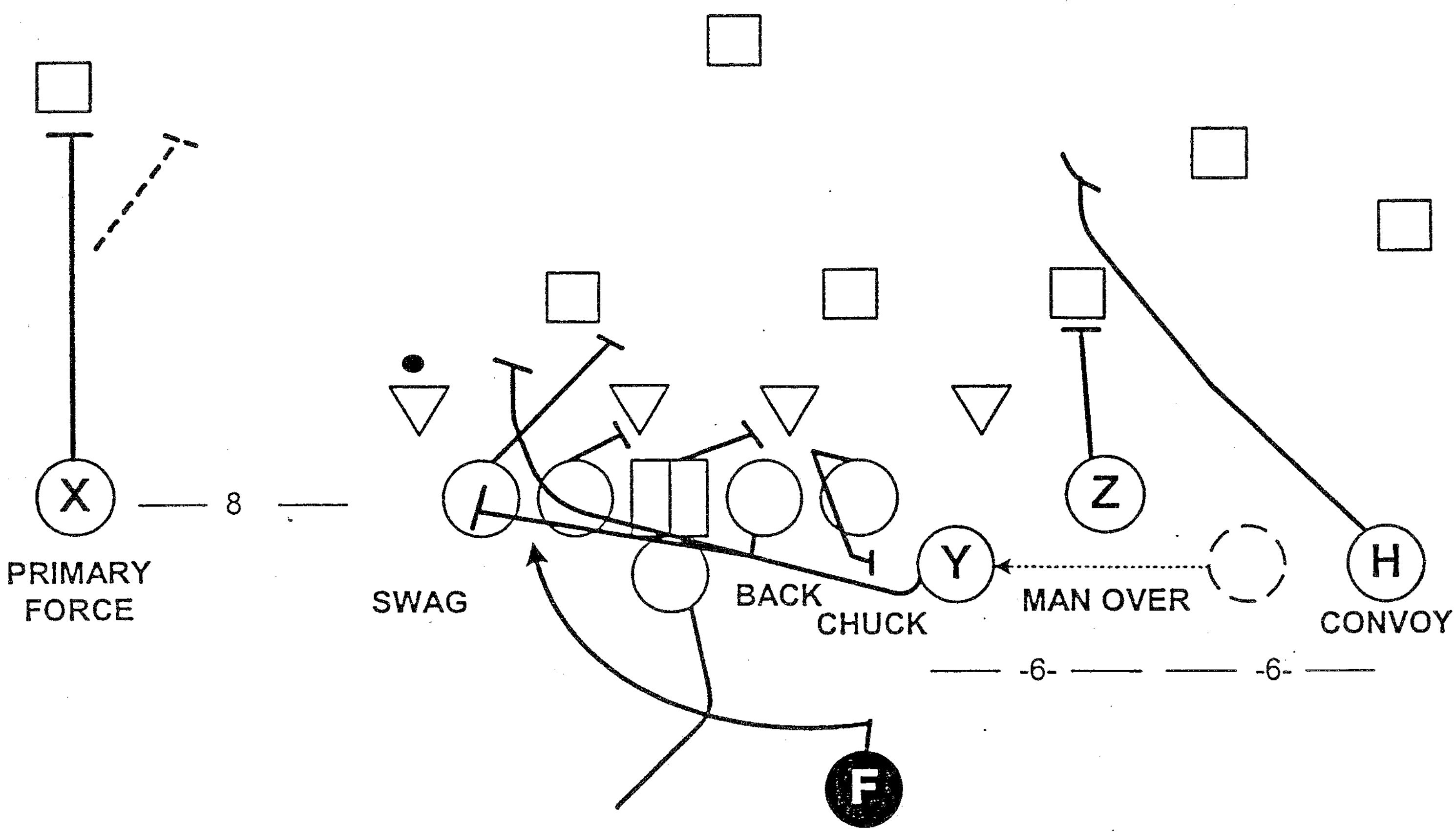
NOTES:

* SAME AS 35/34 CTR. AWAY WITH Y/T AND OFF TACKLE EXCHANGE ASSIGNMENTS.

35 (34) CTR AWAY G-Y

TIP TREY RIGHT (LEFT) (NEAR)
35 (34) COUNTER AWAY G-Y

59



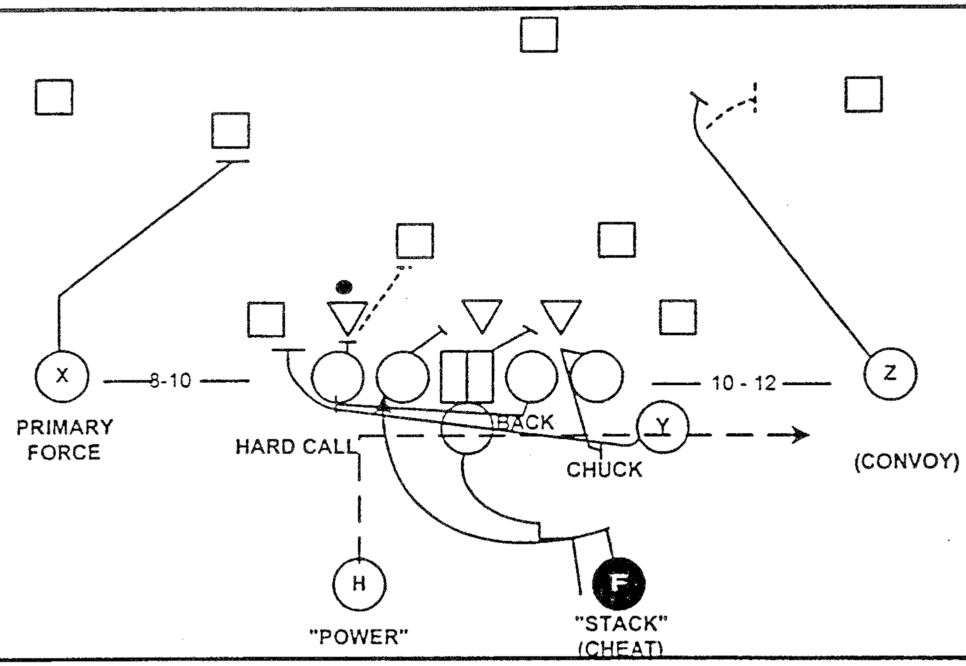
NOTES:

* SAME AS 35/34 CTR. AWAY WITH Y/T AND OFF TACKLE EXCHANGE ASSIGNMENTS.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
THIRTIES	35 (34) CTR AWAY G-Y	RED CLOSE A-C STRONG // TIP TREY

25



QB	OPEN UP TO THE HOLE, REVERSE PIVOT. QUICKLY GET AROUND TO BALL CARRIER. UNDERNEATH HANDOFF. EXTEND THE BALL. MOTION LANDMARK GOING INSIDE IS "1 STRIDE AWAY". KEY THOUGHT: AROUND.

BALL CARRIER

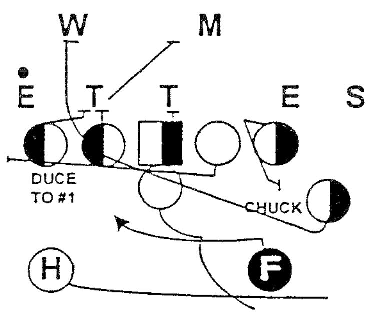
1. FOOTWORK: -COUNTER TIME STEP WITH OUTSIDE FOOT...KEEP EYES ON MOVERS'...SHOULDERS SQUARE.
2. COURSE & LANDMARK: -AIMING POINT NEAR HIP OF TACKLE...WORK TO SQUARE YOUR SHOULDERS...
3. DOT RUNNING (1ST LEVEL): -KEY MOVERS' COURSE...EXPECT TRAFFIC...POSSIBLE OUTSIDE BREAK...GET NORTH & SOUTH AS QUICK AS POSSIBLE.
4. 2ND LEVEL: -EXPECT FAST FLOW DEFENDERS - HUG THE D/T (DEUCE)-THINK NORTH & SOUTH RUN LANE.

HB	LATERAL EXCHANGE FOOTWORK - EXPLODE THRU GUARD-CENTER AREA - FAKING SWEEP ACTION. - GREEN ALIGNMENT - SPEED RELEASE - MOTION STRONG / RUN SHOOT...
X	BLOCK PRIMARY FORCE. (BACKFIELD SET WILL SOMETIMES DETERMINE OUR SPLIT.)
Z	CONVOY RULE. / TREY BLOCK MAN OVER TO NEAR SAFETY.

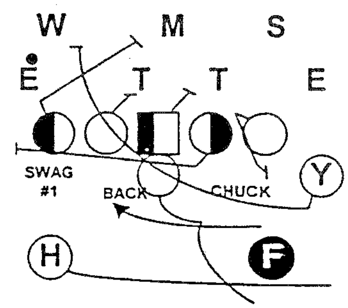
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
THIRTIES	35 (34) CTR AWAY G-Y	RED CLOSE A-C STRONG // TIP TREY

25



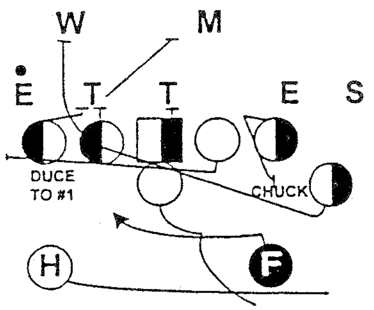
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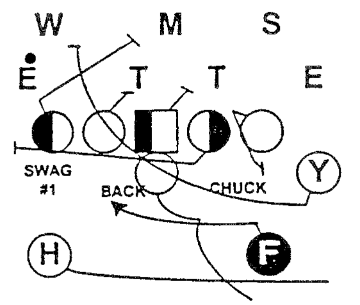
Y	PULL, BLOCK ONSIDE BUBBLE BACKER. KEY PULLING GUARD'S COURSE FOR BEST ENTRY MOTION: STRIDE AWAY.
T	IN TIGER PERSONNEL: IF THE HUDDLE CALL IS G-T, YOU ARE THE WRAPPER... **C.P.: WRAPPER; FULL FACE THE LB, LOCKOUT & FINISH.**
ONSIDE TACKLE	BLOCK ON - INSIDE ON/OFF (DUCE) POS: BACK - SWAG - HARD
ONSIDE GUARD	BLOCK ON (DUCE) - INSIDE ON/OFF (ACE) POS: BACK CALL
CENTER	BLOCK ON (ACE) - OFFSIDE ON/OFF (BACK)
OFFSIDE GUARD	PULL AND TRAP END MAN ON L.O.S. ALERT: POSSIBLE "HARD" CALL.
OFFSIDE TACKLE	BLOCK MAN OVER - UNCOVERED CHUCK - POSSIBLE BACK/ COUGAR/ GREY CALL
FULLBACK	(CHEAT) ALIGNMENT: TIMER STEP WITH OUTSIDE FOOT. KEEP EYES ON MOVERS'(G/T)... LANDMARK: INSIDE HIP OF TACKLE...READ WRAPPER'S COURSE.
HALFBACK	LATERAL EXCHANGE FOOTWORK. EXPLODE THRU GUARD-CENTER AREA - FAKING SWI ACTION.- GREEN ALIGNMENT - SPEED RELEASE - MOTION STRONG - RUN SHOOT.

SERIES	PLAY	BASE FORMATIONS
THIRTIES	35 (34) CTR AWAY G-Y	RED CLOSE A-C STRONG // TIP TREY

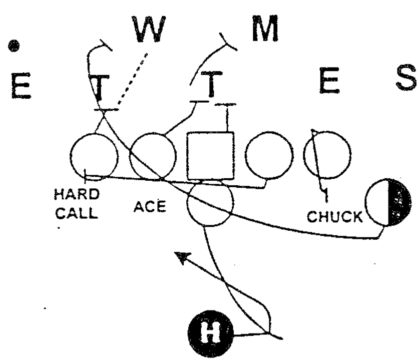
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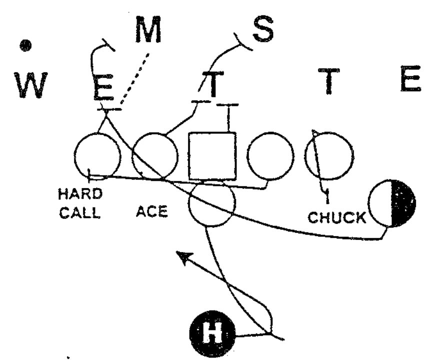
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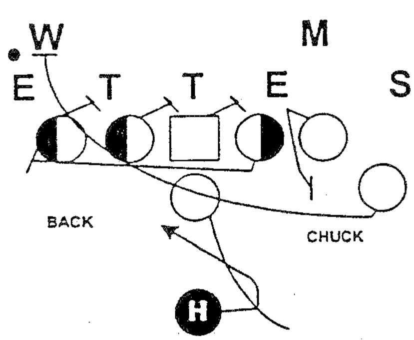
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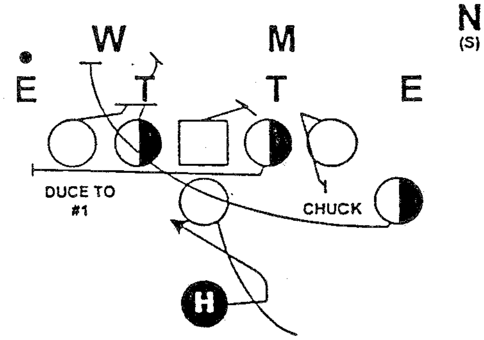
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OKIE



25
SINK



N 4-2

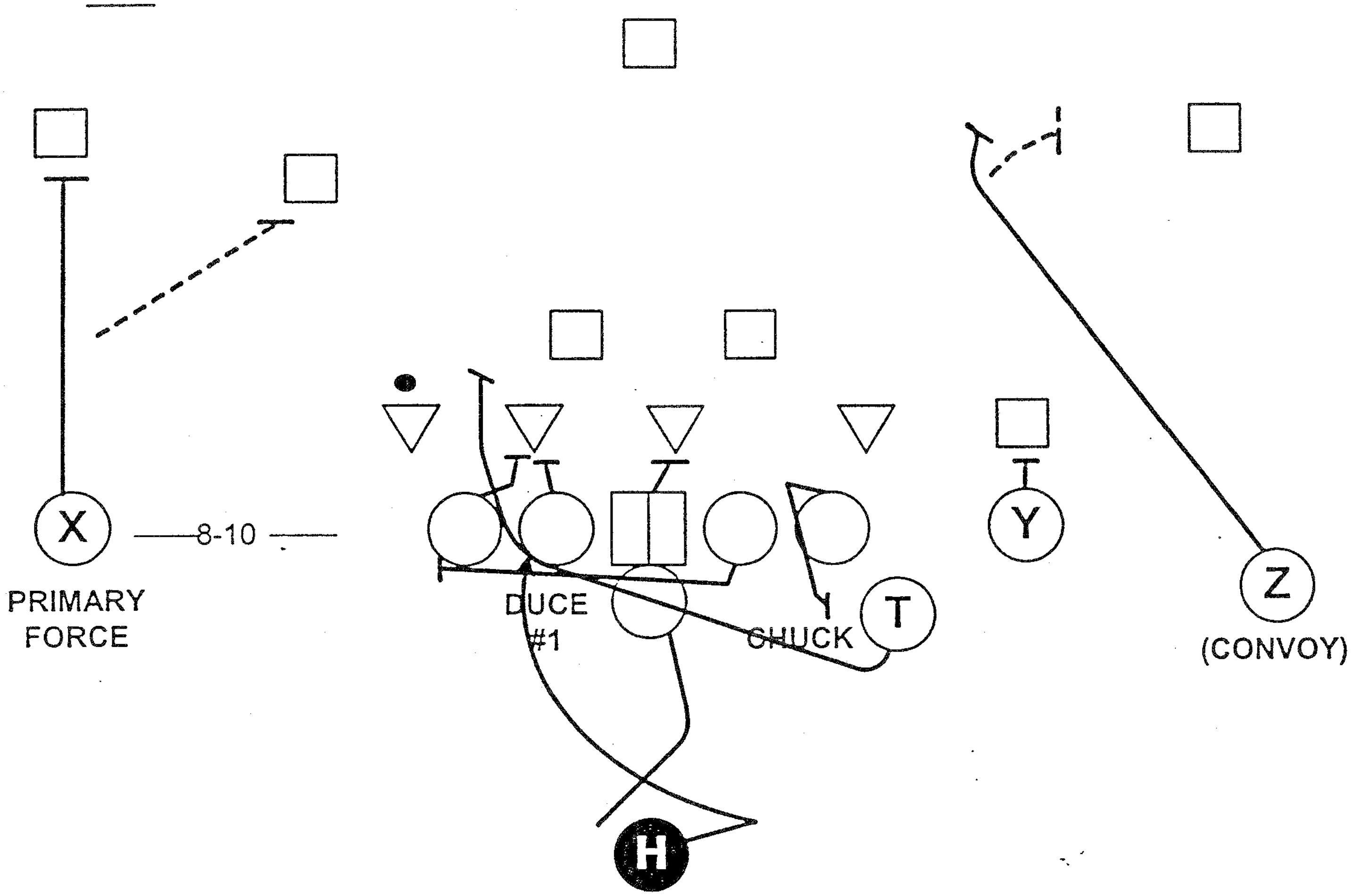


NOTES:

15 (14) CTR AWAY G-T

FLEX RIGHT (LEFT) <TG>
15 (14) COUNTER AWAY G-T

25



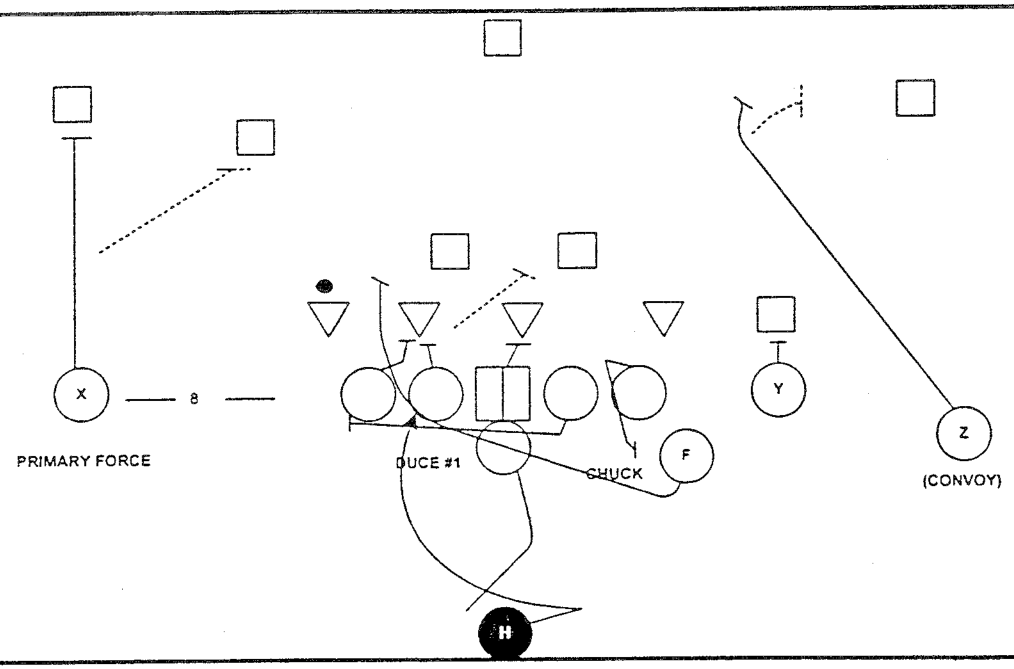
NOTES:

A MIS-DIRECTION PLAY WITH GAP BLOCKING THAT WILL SPLIT THE DEFENDEFENSE WITH GUARD AND F/T PULLING TO TRAP AND WRAP, RESPECTIVELY.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) CTR AWAY G-T (G-F)	FLEX <TG> // BOX

25



QB	OPEN AWAY FROM THE HOLE. FIRST STEP IS AT 11:00 O'CLOCK. MID-LINE BALL HANDLING. EXTEND THE BALL, QUICKLY GET THE BALL BACK TO HB. OVER THE TOP HAND-OFF. KEY THOUGHT: QUICK. SINGLE BACK: OPEN TO THE HOLE. UNDERNEATH HANDOFF. MOTION LANDMARK IS DIRECTLY BEHIND THE Y.

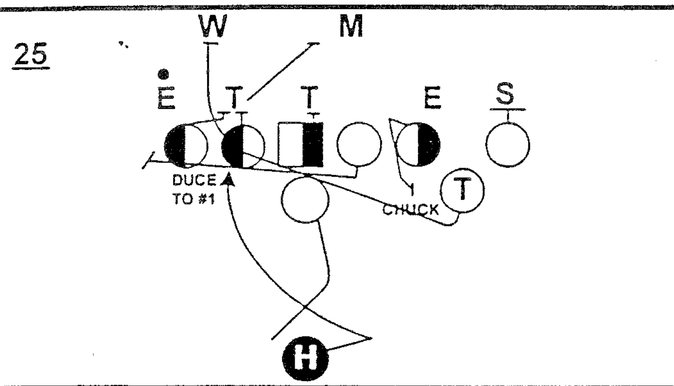
BALL CARRIER

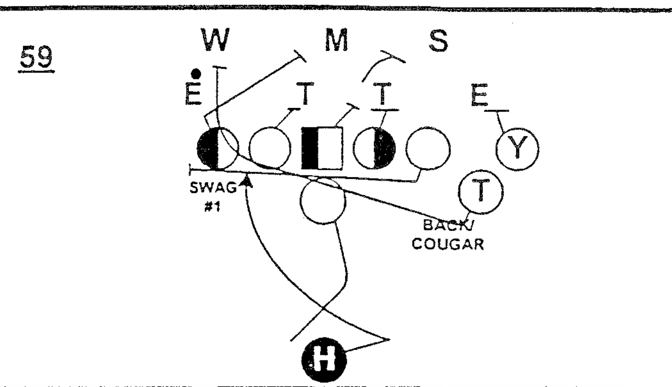
1. FOOTWORK: -COUNTER FOOTWORK...KEEP EYES ON ENTRY LANE & MOVERS'...BLOCK.
2. COURSE & LANDMARK: -AIMING POINT NEAR HIP OF TACKLE...
3. DOT RUNNING (1ST LEVEL): -KEY MOVERS' COURSE...EXPECT TRAFFIC...POSSIBLE OUTSIDE BREAK...GET NORTH & SOUTH AS QUICK AS POSSIBLE.
4. 2ND LEVEL: -EXPECT FAST FLOW DEFENDERS - HUG THE D/T (DEUCE)-THINK NORTH & SOUTH RUN LANE.

HB	LATERAL EXCHANGE FOOTWORK - EXPLODE THRU GUARD-CENTER AREA - FAKING SWEEP ACTION. - GREEN ALIGNMENT - SPEED RELEASE - MOTION STRONG / RUN SHOOT...
X	BLOCK PRIMARY FORCE. (BACKFIELD SET WILL SOMETIMES DETERMINE OUR SPLIT.)
Z	CONVOY RULE.

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	15 (14) CTR AWAY G-T (G-F)	FLEX <TG> // BOX



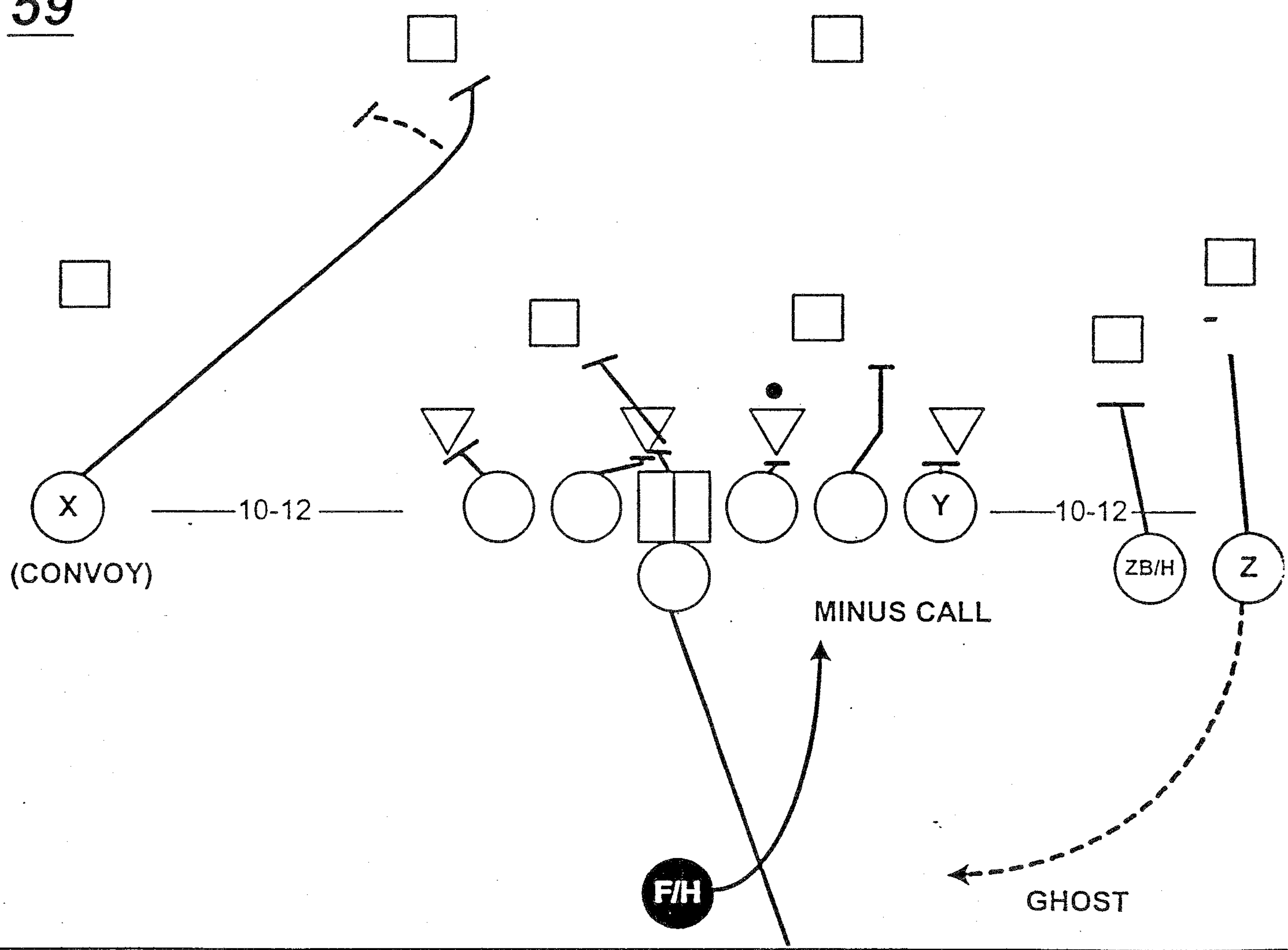


Y	OT COVERED: DRIVE CUT-OFF-BACKSIDE. WITH OR WITHOUT MOTION...OT UNCOVERED: CHUCK...-**IF THE HUDDLE CALL IS G-Y** YOU ARE THE WRAPPER, YOU KEY THE TRAPPER TO THE INSIDE LB; TANGO CALL; WRAPS YOU TO THE NEXT INSIDE LB. **C.P.: WRAPPER; FULL FACE THE LB, LOCKOUT & FINISH.**
T	IN TIGER PERSONNEL: IF THE HUDDLE CALL IS G-T, YOU ARE THE WRAPPER... **C.P.: WRAPPER; FULL FACE THE LB, LOCKOUT & FINISH.**
ONSIDE TACKLE	BLOCK ON - INSIDE ON/OFF (DUCE) POS: BACK - SWAG - HARD
ONSIDE GUARD	BLOCK ON (DUCE) - INSIDE ON/OFF (ACE) POS: BACK CALL
CENTER	BLOCK ON (ACE) - OFFSIDE ON/OFF (BACK)
OFFSIDE GUARD	PULL AND TRAP END MAN ON L.O.S. ALERT: POSSIBLE "HARD" CALL.
OFFSIDE TACKLE	BLOCK MAN OVER - UNCOVERED CHUCK - POSSIBLE BACK/ COUGAR/ GREY CALL
FULLBACK	IF THE HUDDLE CALL IS G/F: YOU ARE THE WRAPPER...BLOCK RESPONSIBILITY...FIRST BUBBLE BACKER PLAYSIDE.
HALFBACK	EXECUTE CTR FOOTWORK - KEY MOVERS' BLOCKS' - AGGRESSIVE ENTRY - C.P.: HUG THE DOUBLE TEAM BLOCK IF POSSIBLE.

14 / 15 SLASH SOLO/Ghost

(F) TRIP RIGHT (LEFT) <ZB> <ZB HB>
14 (15) SLASH SOLO

59

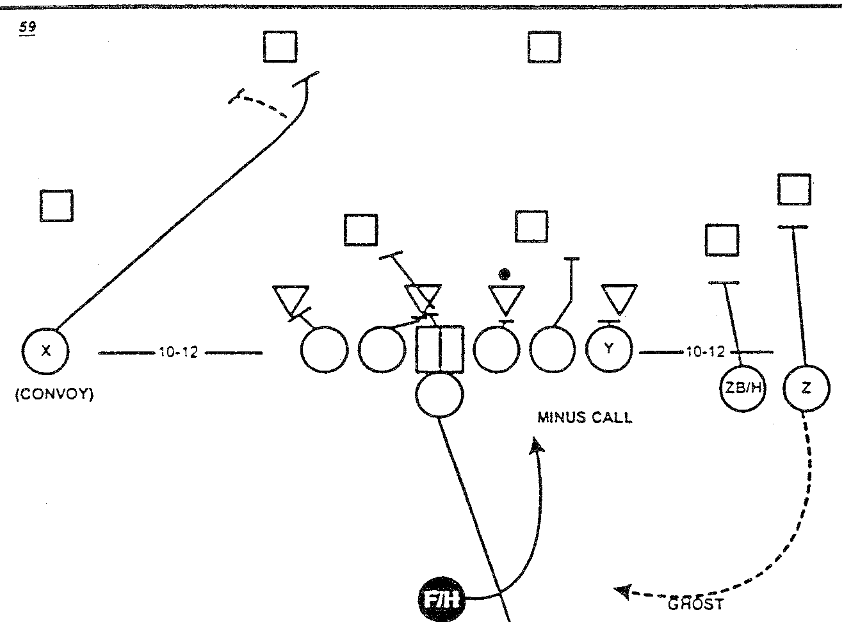


NOTES:

SAME AS 14/15 SLASH - SOLO/GHOST INDICATES THAT EMOL IS UNBLOCKED UNLESS "MINUS CALL".

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH SOLO	(F) TRIP <ZB> <ZB HB>



QB	OPEN UP TO THE HOLE. 1ST STEP IS AT 11:00 O'CLOCK (1:00 O'CLOCK). GET THE BALL BACK WITH DEPTH. KEY THOUGHT: DEEP.

BALL CARRIER

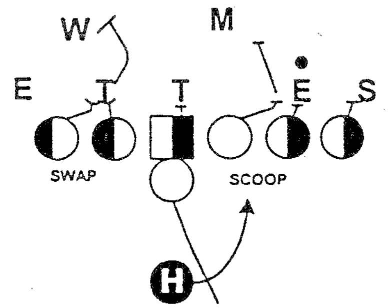
1. FOOTWORK: -INSIDE ZN FT. WK. - OPEN-POWER CROSSOVER-LEAD STEP-KEEP SHOULDERS SQUARE
2. COURSE & LANDMARK: -AIMING POINT-INSIDE LEG OF OFF. TACKLE STRETCH...SINK...STAY SQUARE: (PRESS THE L.O.S.)
3. DOT RUNNING (1ST LEVEL): -KEY 1ST ONSIDE COVERED LINEMAN - AREA...FROM OFF-GUARD TO...INSIDE LEG OF TE. **THIS IS A 3 SPOKE RUN.** MAKE AN AGGRESSIVE DECISION.
4. 2ND LEVEL: -EXPECT TRAFFIC - BE PATIENT - FIND THE LANE.

FB	ONSIDE: BLOCK MAN OVER/ GHOST - FAKE REVERSE. OFFSIDE: ANY SLOT - BLOCK SAFETY TO MDM...TRIP - BLOCK MAN OVER
X	CONVOY.
Z	BLOCK-S/S (IF CORNER CHEATS INSIDE INSIDE- RUN AT CORNER TO FREEZE HIM, THEN RELEASE TO S/S...SLOT - BLOCK MAN OVER...GHOST - FAKE REVERSE IF ONSIDE OR INSIDE RECEIVER.

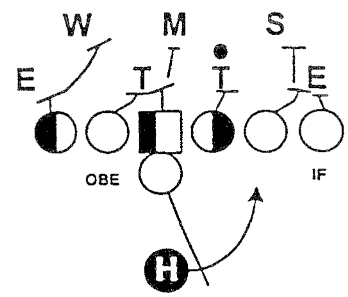
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH SOLO	(F) TRIP <ZB> <ZB HB>

25



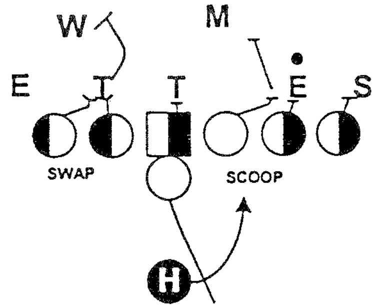
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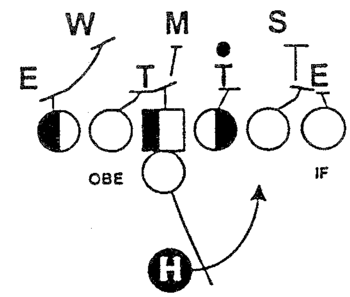
Y BACKSIDE	DRIVE BLOCK MAN OVER; "IF" BLOCK W/ OT VS. BUBBLE. POSS: "COMBO" CALL PUTS YOU ON AN ISLAND. POSS: BUZZ - TEAM BLOCK TO 8TH ELEMENT. **C.P. - INSIDE PEC LANDMARKS W/ INSIDE FOOTWORK.**
T	N/A.
ONSIDE TACKLE	COVERED: DRIVE BLOCK MAN OVER. G BUBBLE = SCOOP 2 GAP DE/BASE 5 TECH & LB UNCOVERED: BLOCK MAN OVER. POS: F WITH TE OR COMBO WITH ONG .
ONSIDE GUARD	COVERED: DRIVE BLOCK MAN OVER (SLIP). UNCOVERED: DRIVE BLOCK LB OVER (SCOOP)
CENTER	COVERED: DRIVE BLOCK MAN OVER (OBE) UNCOVERED: DRIVE BLOCK LB OVER (SLIP/BUMP) POSSIBLE MINUS CALL
OFFSIDE GUARD	COVERED: DRIVE BLOCK MAN OVER (SWAP) ALERT MINUS CALL UNCOVERED: DRIVE BLOCK LB OVER (OBE)
OFFSIDE TACKLE	COVERED: IND AREA UNCOVERED: SWAP WITH THE OFF GUARD
FULLBACK	OFFSIDE: CONVOY ONSIDE: BLOCK-S/S (IF CORNER CHEATS INSIDE - RUN AT CORNER TO FREEZE HIM, THEN RELEASE TO S/S.
HALFBACK	-OPEN-POWER CROSSOVER-LEAD STEP-KEEP SHOULDERS SQUARE...-AIMING POINT-INSIDE LEG OF OFF. TACKLE STRETCH...SINK...STAY SQUARE: (PRESS THE L.O.S.)...-KEY 1ST ONSIDE COVERED LINEMAN - AREA...FROM OFF-GUARD TO...INSIDE LEG OF TE. THIS IS A 3 SPOKE RUN. MAKE AN AGGRESSIVE DECISION...-EXPECT TRAFFIC - BE PATIENT - FIND THE LANE.

SERIES	PLAY	BASE FORMATIONS
TEENS	14 (15) SLASH SOLO	(F) TRIP <ZB> <ZB HB>

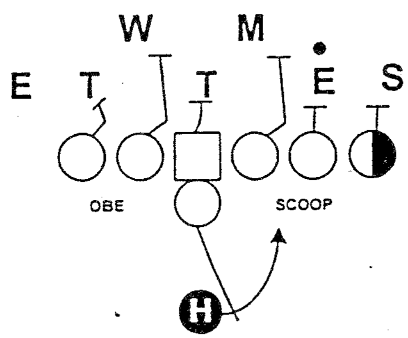
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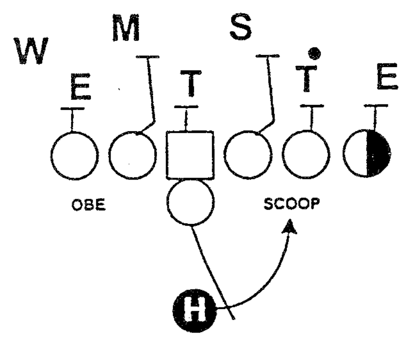
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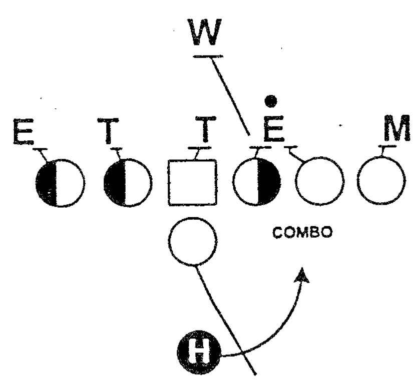
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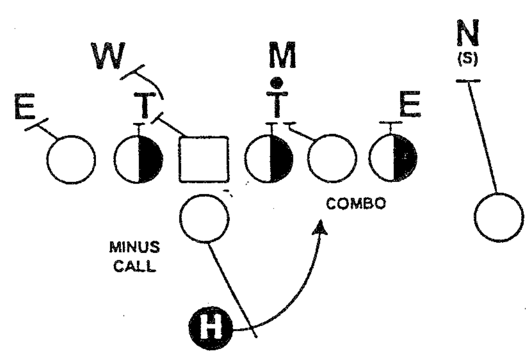
57
OKIE



25
SINK



N 4-2



NOTES:

2001

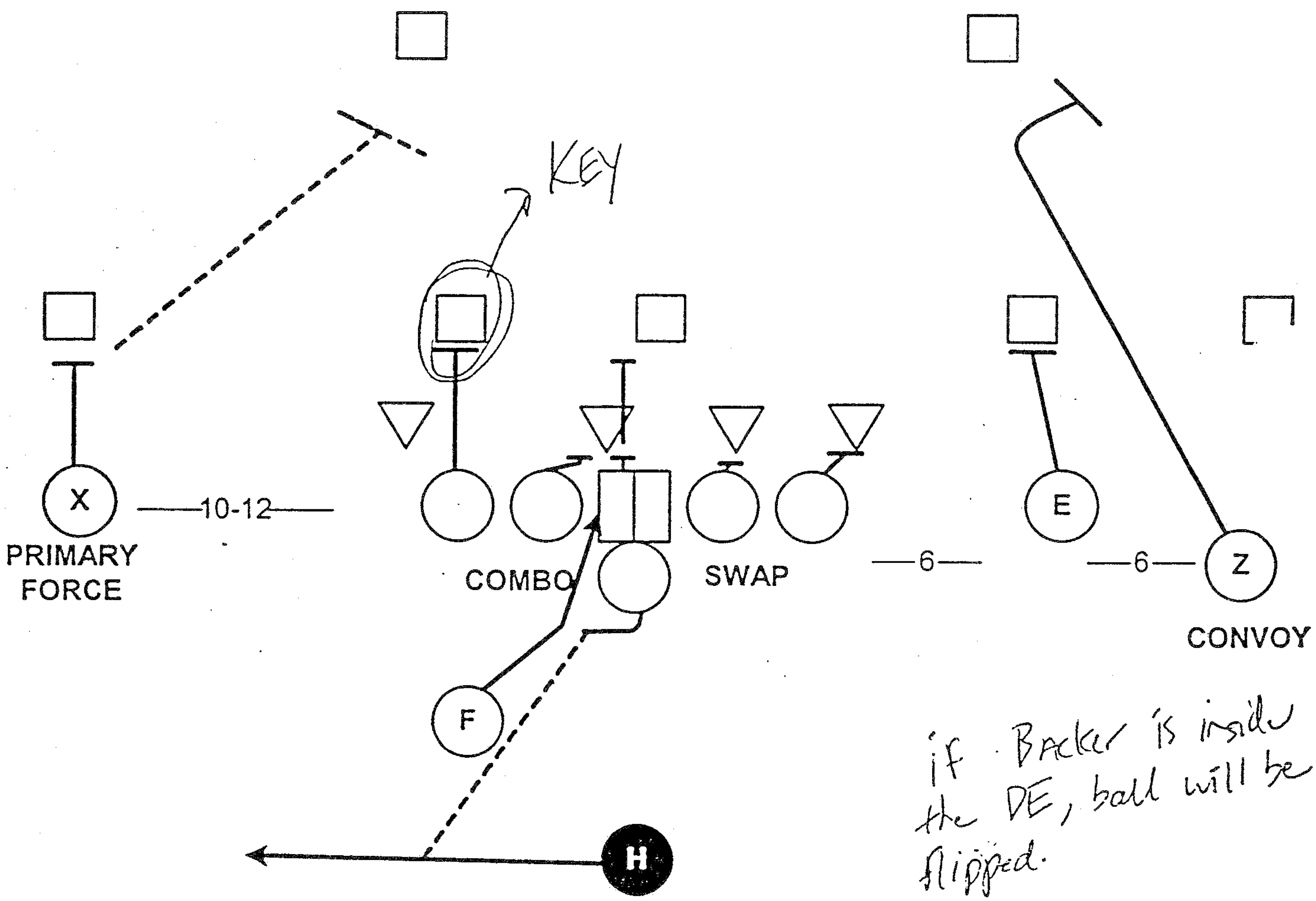
NEW YORK JETS OFFENSE

3 / 2 HOLE

FB at 3-2 (FLIP)

QUEEN RIGHT (LEFT) <E>
FB AT 3-2 (FLIP) LT/RT

57



NOTES:

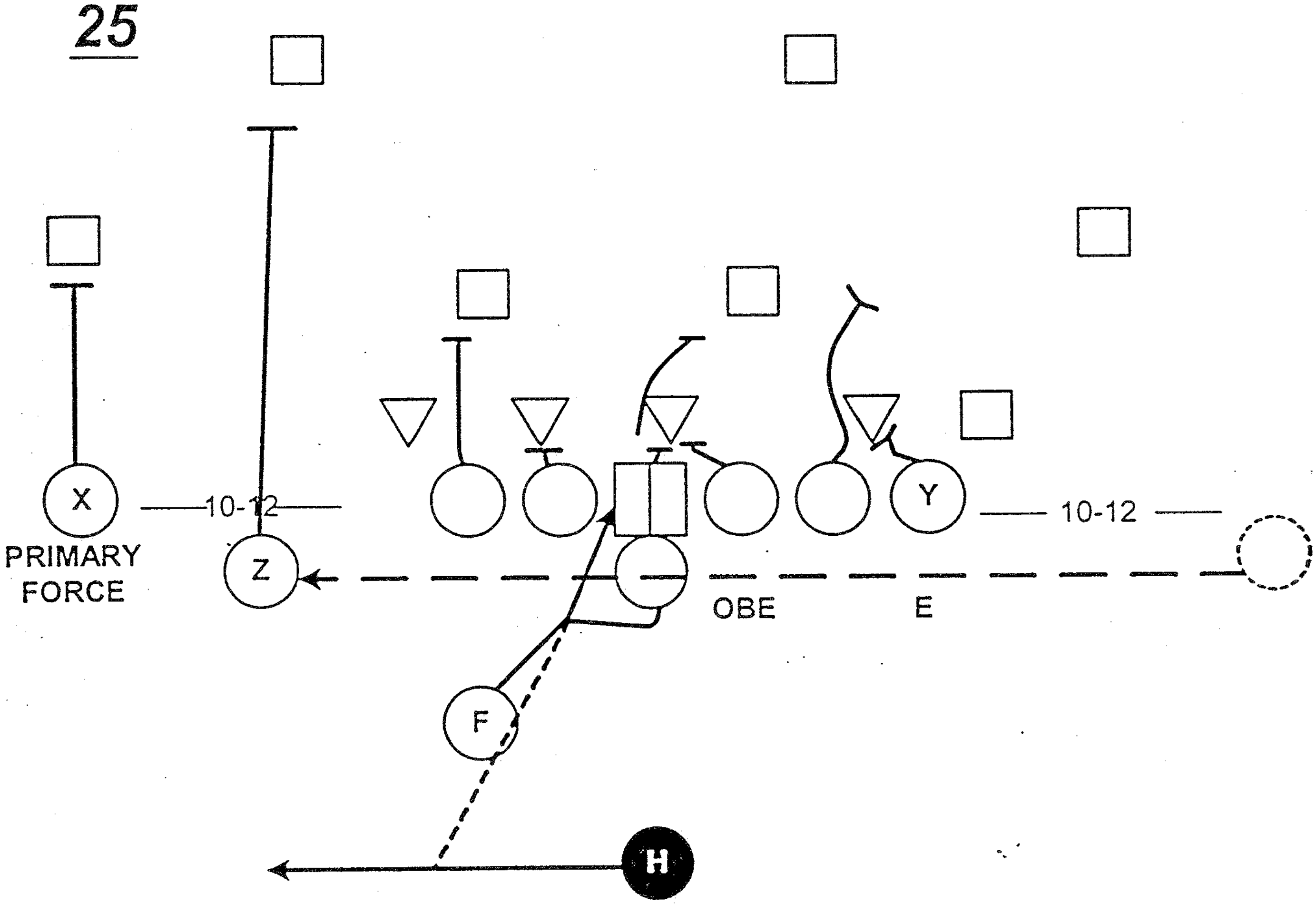
MAN BLOCK SCHEME W/ DIVE / FLIP OPTION BASED ON THE WILL LINEBACKER'S ALIGNMENT

"Packer" FB getting ball. inside leg of guard

FB at 3-2 (FLIP)

(ZIP) ZOOM QUEEN RIGHT (LEFT) SLOT
FB AT 3-2 (FLIP)

25

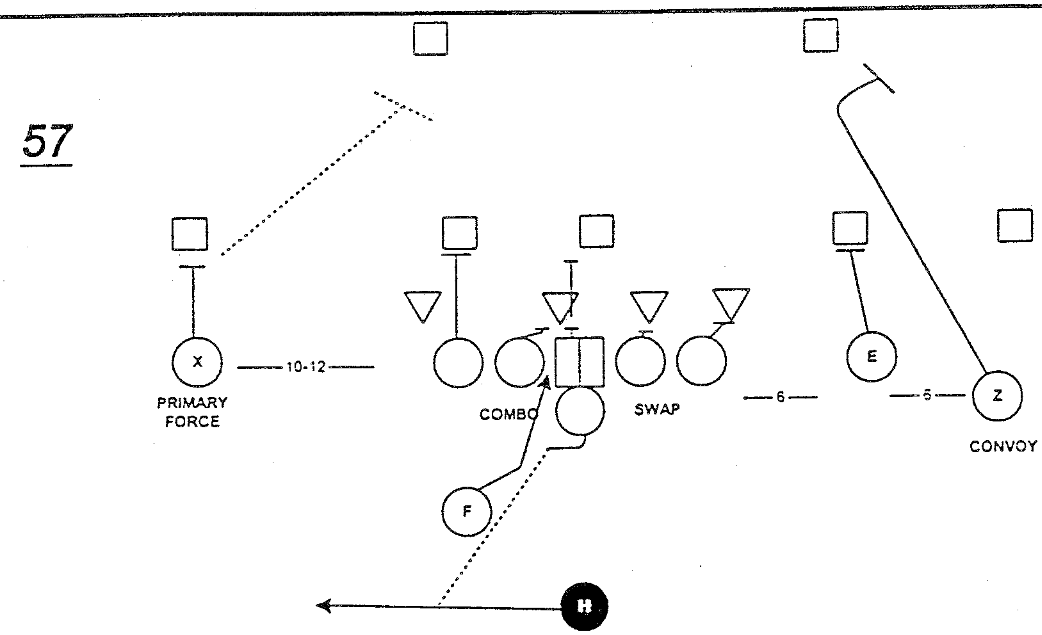


NOTES:

MAN BLOCK SCHEME W/ DIVE / FLIP OPTION
BASED ON THE WILL LINEBACKER'S ALIGNMENT

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
TEENS	FB AT 3-2 (FLIP)	QUEEN <E> // ZOOM QUEEN SLOT (ZIP)



QB	*FLIP:* READ THE WILL LB TO EITHER HAND-OFF OR FLIP, (OR 2 MAN RULE). QUICKLY REVERSE PIVOT AROUND, FLIP THE BALL TO HB. KEY THOUGHT: "PERFECT". *HAND-OFF*: QUICKLY REVERSE PIVOT AROUND, HAND OFF TO FB. KEY THOUHT: "QUICKLY PIVOT AROUND".

BALL CARRIER

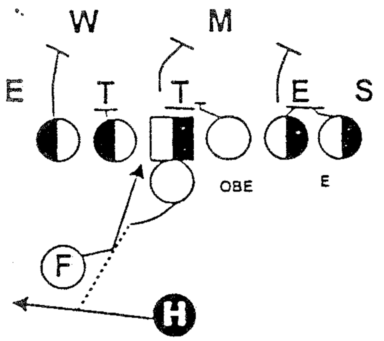
1. FOOTWORK: -FB: LEAD STEP - AGGRESSIVE ENTRY.
   HB: SPEED RELEASE FT.WK.
2. COURSE & LANDMARK: -HB: PITCH COURSE - STRETCH DEFENSE...LANDMARK: - NUMBERS....FB: RUN AT NEAR FOOT OF CENTER....AGGRESSIVE ENTRY.
3. DOT RUNNING (1ST LEVEL): -FB: KEY CENTER'S BLOCK - EXPECT BALL IF WLB IS ALIGNED OUTSIDE DE...HB: RUN PITCH COURSE...EXPECT TOSS IF WILL ALIGNED INSIDE DE.
4. 2ND LEVEL: -STRETCH DEFENSE...STAY WIDE UNTIL YOU CAN'T.

FB	RUN AT NEAR LEG OF OG - READ CENTER'S BLOCK - EXPECT BALL IF WILL IS ALIGNED OUTSIDE DE.
X	PRIMARY FORCE. SLOT - BLOCK CORNER. (MAN-OVER)
Z	CONVOY. SLOT - BLOCK SAFETY. (MAN-OVER)

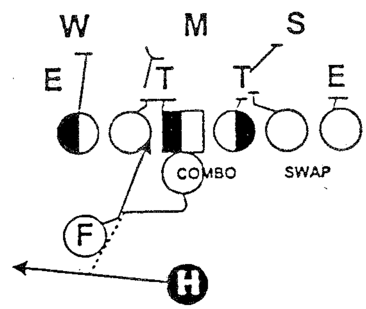
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
TEENS	FB AT 3-2 (FLIP)	QUEEN <E> // ZOOM QUEEN SLOT (ZIP)

25



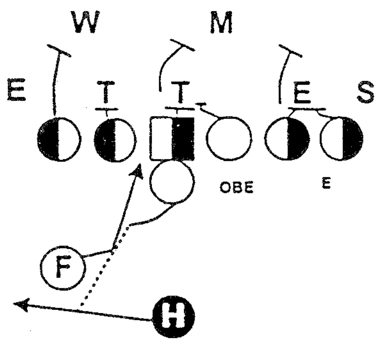
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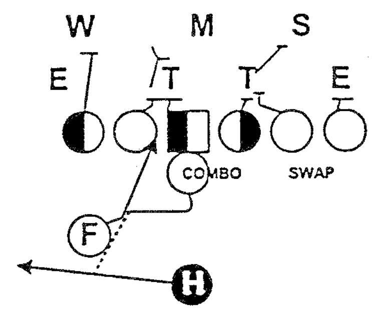
Y	LISTEN FOR PACKER CALL = BOB BACKSIDE BLOCKING RULE. NO PACKER = BACKSIDE "E".
T (U)	N/A
ONSIDE TACKLE	BLOCK #2 (DRIVE TECHNIQUE) DRIVE TIGHT ON INSIDE NUMBER. POSS. COMBO MAKE PACKER CALL IF DEFENSE IS NOT IN A FLIP LOOK.
ONSIDE GUARD	BLOCK #1 (DRIVE TECHNIQUE). VS LBer, STEP WITH INSIDE FOOT AND BLOCK INSIDE NUMBER
CENTER	BLOCK #0 (DRIVE TECHNIQUE) - GET MOVEMENT - MAKE DEFENDER TAKE A SIDE.
OFFSIDE GUARD	BLOCK #1 (DRIVE TECHNIQUE) - DRIVE TIGHT ON INSIDE NUMBER.
OFFSIDE TACKLE	BLOCK #2 (DRIVE TECHNIQUE) - DRIVE TIGHT ON INSIDE NUMBER. POSS COMBO(ALERT BUZZ)
FULLBACK	RUN AT NEAR LEG OF OG - READ CENTER'S BLOCK - EXPECT BALL IF WILL IS ALIGNED OUTSIDE DE.
HALFBACK	RUN 18-19 PITCH COURSE EXPECT TOSS IF WILL ALIGNED INSIDE DE

SERIES	PLAY	BASE FORMATIONS
TEENS	FB AT 3-2 (FLIP)	QUEEN <E> // ZOOM QUEEN SLOT (ZIP)

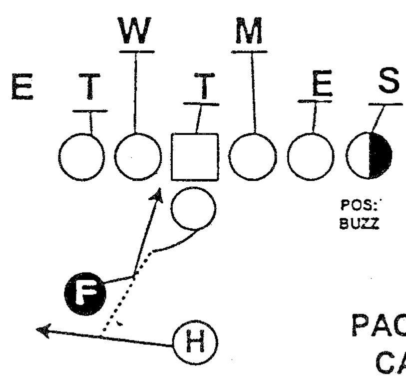
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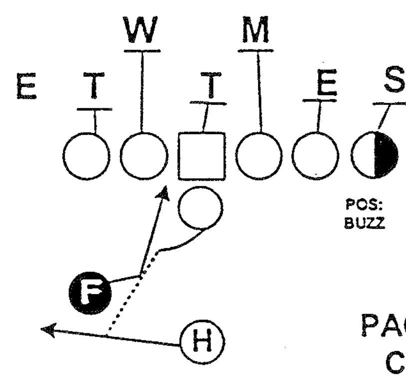


25
OKIE



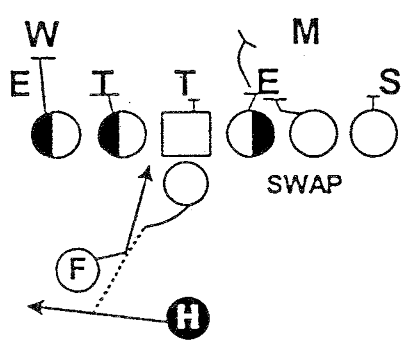
PACKER
CALL

57
OKIE

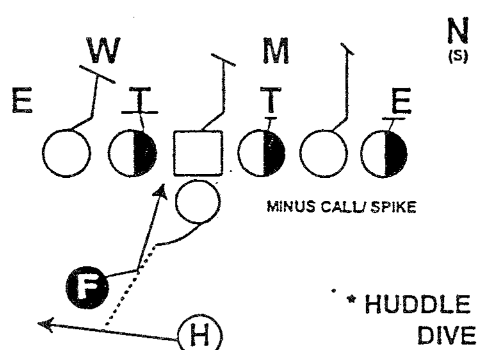


PACKER
CALL

25
SINK

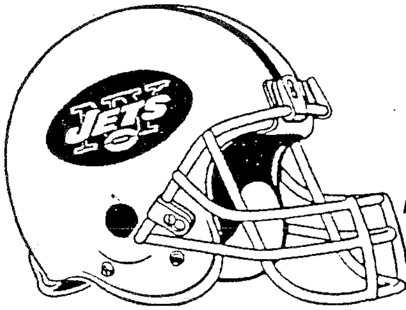


N 4-2



* HUDDLE CALL
DIVE
REGARDLESS

NOTES:



2001

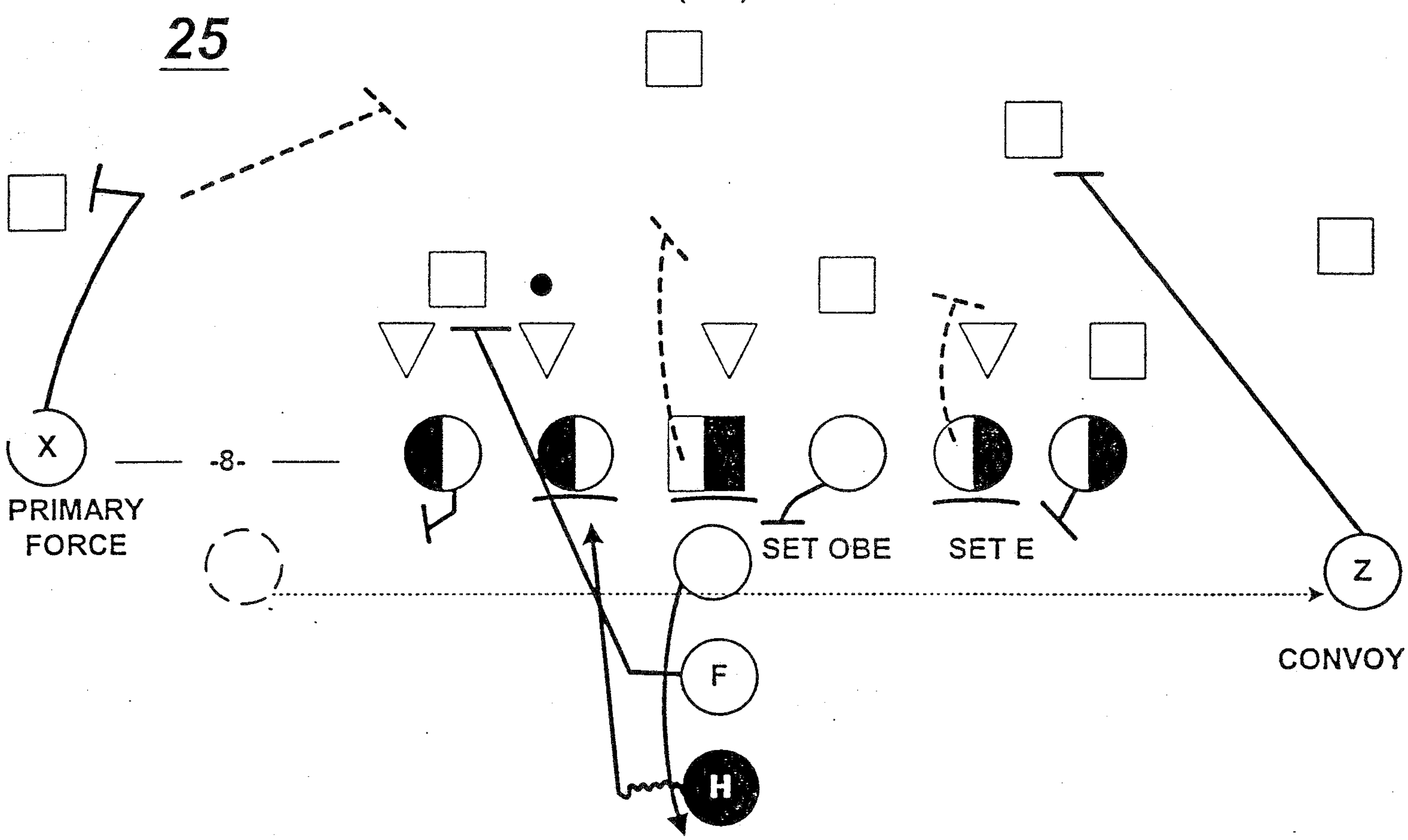


NEW YORK JETS OFFENSE

DRAWS

ACT 45 / 44 BASE

ZOOM GREEN RIGHT (LEFT) (SLOT)
ACT 45 (44) BASE

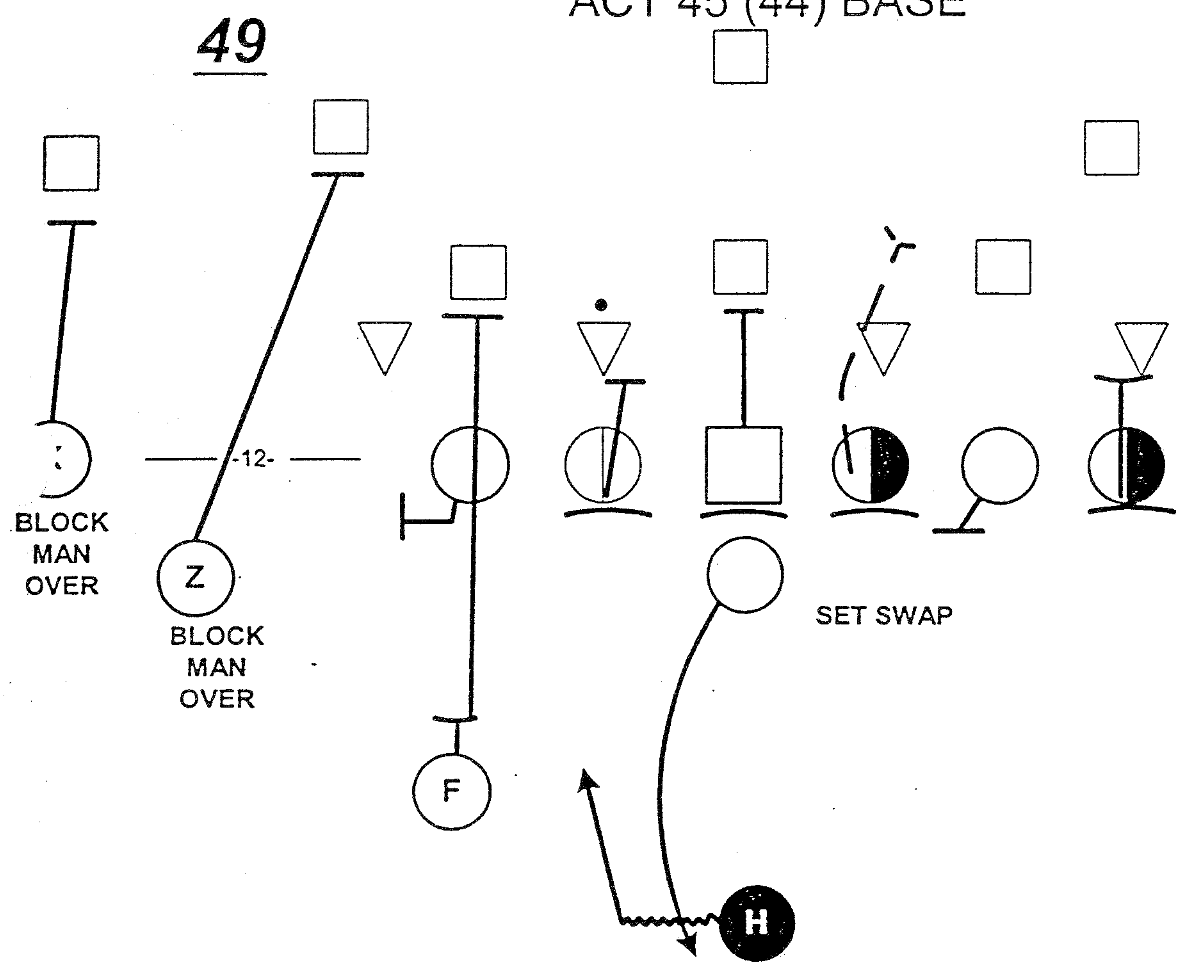


NOTES:

SAME BLOCKING MENTALITY (NO OFFSIDE MIND SET) BUT WITH "SOFTBALL" TECHNIQUES.

ACT 45 / 44 BASE

QUEEN RIGHT (LEFT) SLOT
ACT 45 (44) BASE



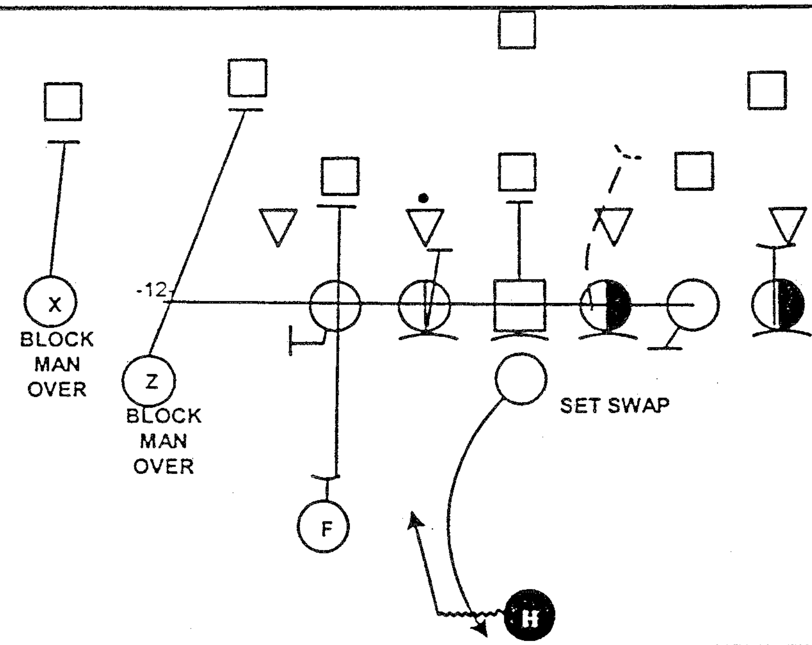
NOTES:

SAME BLOCKING MENTALITY (NO OFFSIDE MIND SET) BUT WITH "SOFTBALL" TECHNIQUES.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
FORTIES	ACT 45 (44) BASE	QUEEN (SLOT) // ZOOM GREEN (SLOT)

49



QB	OPEN TO THE HOLE. 1ST STEP IS AT 11:00 O'CLOCK (1:00 O'CLOCK). GET BALL BACK TO BALL CARRIER. KEY THOUGHT: BACK.

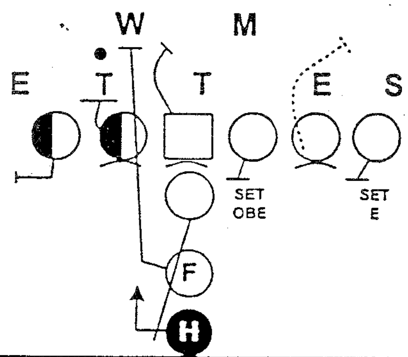
BALL CARRIER

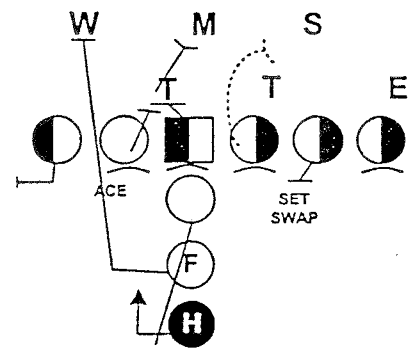
1. FOOTWORK: -QUICK LATERAL SHUFFLE - KEEP PAD LEVEL DOWN.
2. COURSE & LANDMARK: -DIRECT ENTRY - LANDMARK OUTSIDE HIP OF ONSIDE GUARD.
3. DOT RUNNING (1ST LEVEL): -READ BLOCK OF FIRST ONSIDE COVERED LINEMAN. FEEL KEY: COVERED CENTER & FB's BLOCK.
4. 2ND LEVEL: -THIS IS A DAYLIGHT RUN...USE THE FIELD...EXPECT AN UNBLOCKED SAFETY...MAKE HIM MISS...

FB	QUICK DRAW FT.WK (SHOW & GO). DRIVE AT OUTSIDE HIP OF INSIDE GUARD. READ FIRST COVERED LINEMAN'S BLOCK FOR BEST COURSE TO LB'ER (WILL).
X	BLOCK PRIMARY FORCE. SLOT: MAN OVER.
Z	CONVOY. SLOT: MAN OVER.

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
FORTIES	ACT 45 (44) BASE	QUEEN (SLOT) // ZOOM GREEN (SLOT)

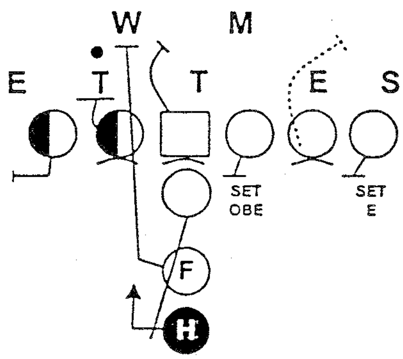




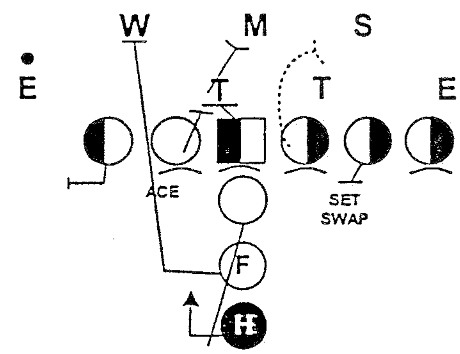
Y -BACKSIDE-	SAME AS BOB BLOCKING WITH A PASS SET: ALERT FOR "SET E", OR "BUZZ" CALL. C.P.: MINUS CALL IS TO YOU, YOUR ON THE WEAK SIDE.
T (U)	N/A.
ONSIDE TACKLE	COVERED: SET TURN MAN OUT. POSSIBLE FAN CALL G BUBBLE UNCOVERED: SET TURN OUT ON OUTSIDE RUSHER.
ONSIDE GUARD	COVERED: SET TURN MAN QUICKLY (IN-OUT) UNCOVERED: FAN VS. G BUBBLE. ALERT SWITCH CALL.
CENTER	COVERED: ATTACK AND TURN MAN. POSSIBLE SWITCH/OBE UNCOVERED: SET GO THROUGH TO LB OVER - POS: MINUS CALL
OFFSIDE GUARD	COVERED: SET IN, TURN MAN OUT (SWAP) UNCOVERED: SET IN, OBE WITH CENTER. ALERT CALL / MINUS CALL (FAN)
OFFSIDE TACKLE	COVERED: SET, TURN OUT MAN ALERT SET E/BUZZ UNCOVERED: SET IN, SWAP WITH OFF G./ ALERT MINUS / FAN / SPIKE CALL
FULLBACK	QUICK DRAW FT.WK (SHOW & GO). DRIVE AT OUTSIDE HIP OF INSIDE GUARD. READ FIRST COVERED LINEMAN'S BLOCK FOR BEST COURSE TO LB'ER (WILL).
HALFBACK	QUICK LATERAL SHUFFLE. PAD LEVEL DOWN. READ BLOCK OF FIRST COVERED LINEMAN. FEEL KEY: COVERED CENTER - C.P.: PIANO EFFECT READ.

SERIES	PLAY	BASE FORMATIONS
FORTIES	ACT 45 (44) BASE	QUEEN (SLOT) // ZOOM GREEN (SLOT)

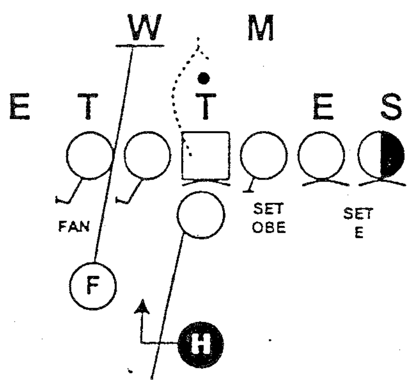
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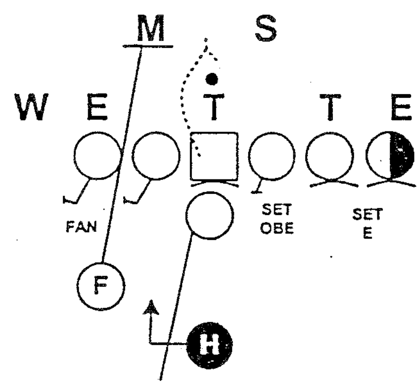
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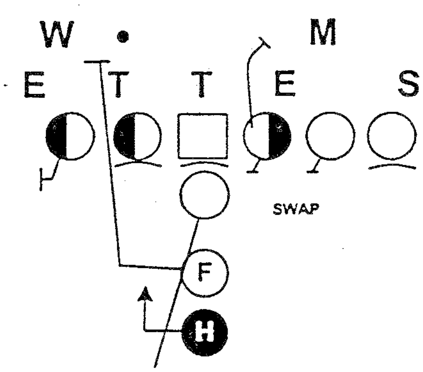
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OKIE



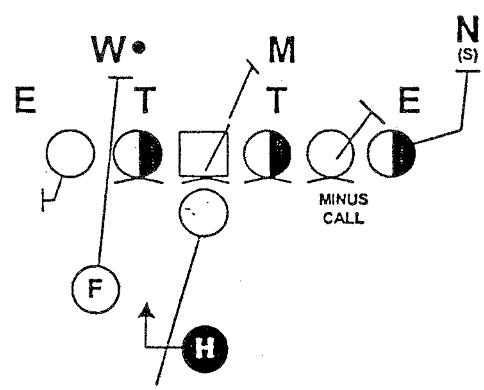
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OKIE



25
SINK



N 4-2

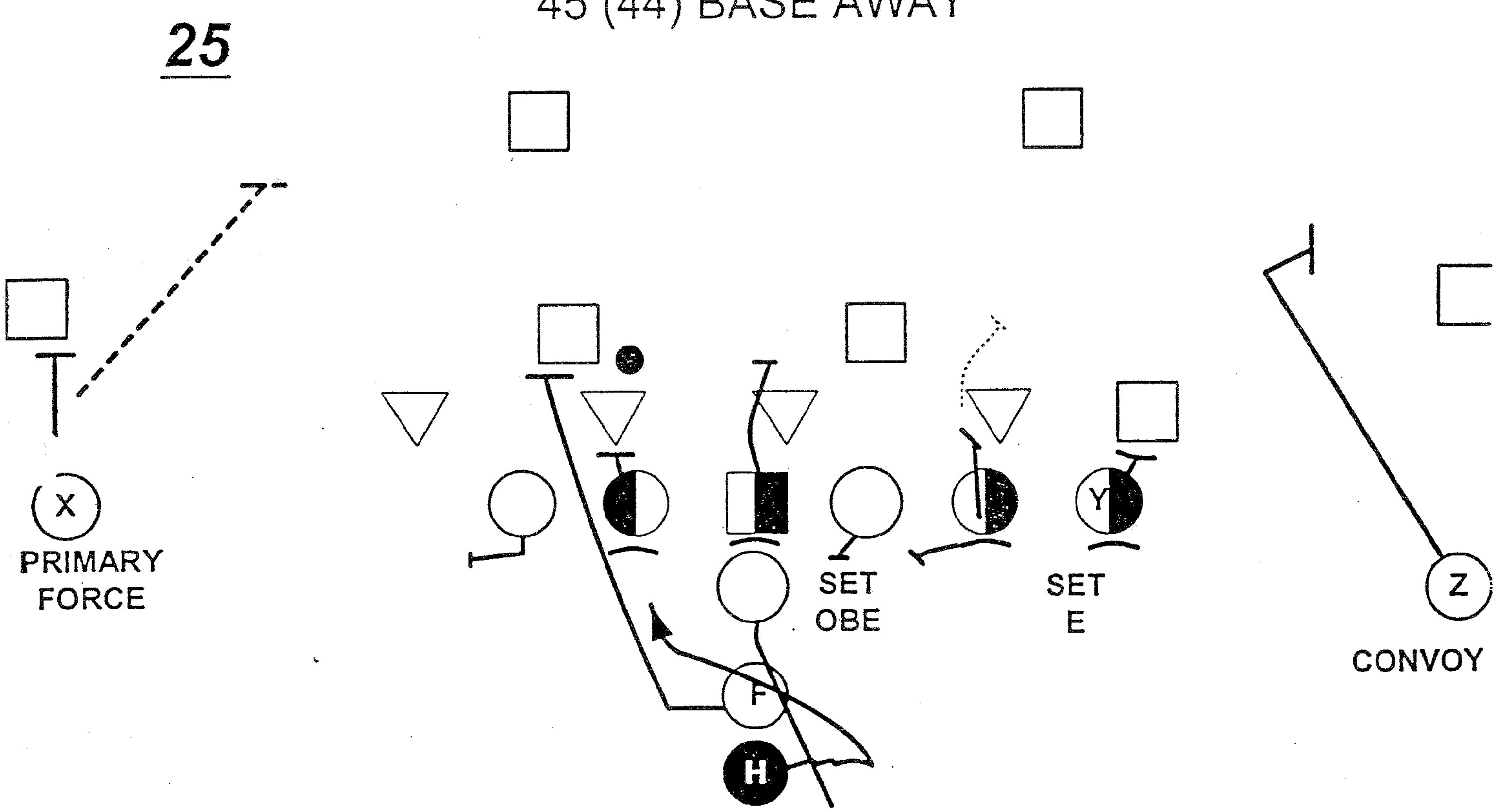


NOTES:

45 / 44 BASE AWAY

(SAME RULES)

GREEN RIGHT (LEFT) (ZIP) (ZOOM)
45 (44) BASE AWAY

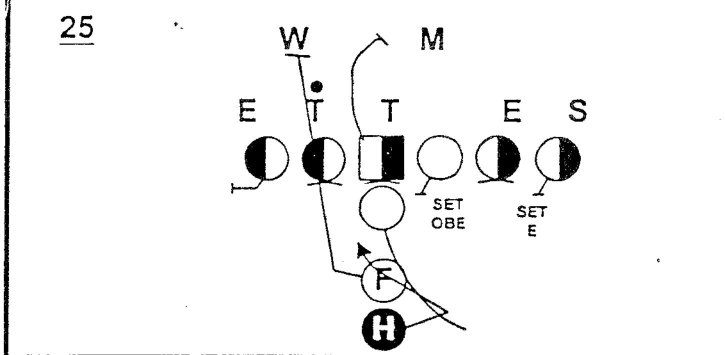


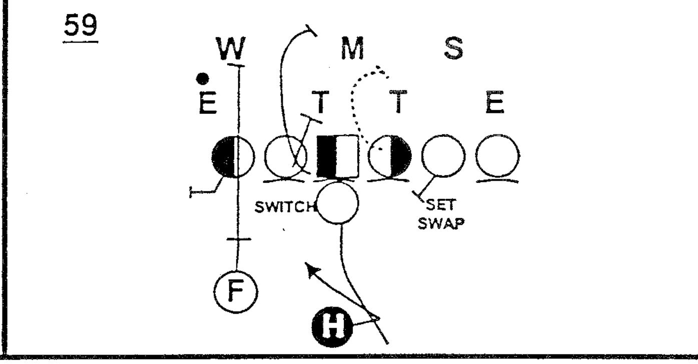
NOTES:

SAME AS 45/44 BASE BUT WITH MIS-DIRECTION ACTION BY 'H'.

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
DRAWS	45 (44) BASE AWAY	GREEN (ZIP) (ZOOM)

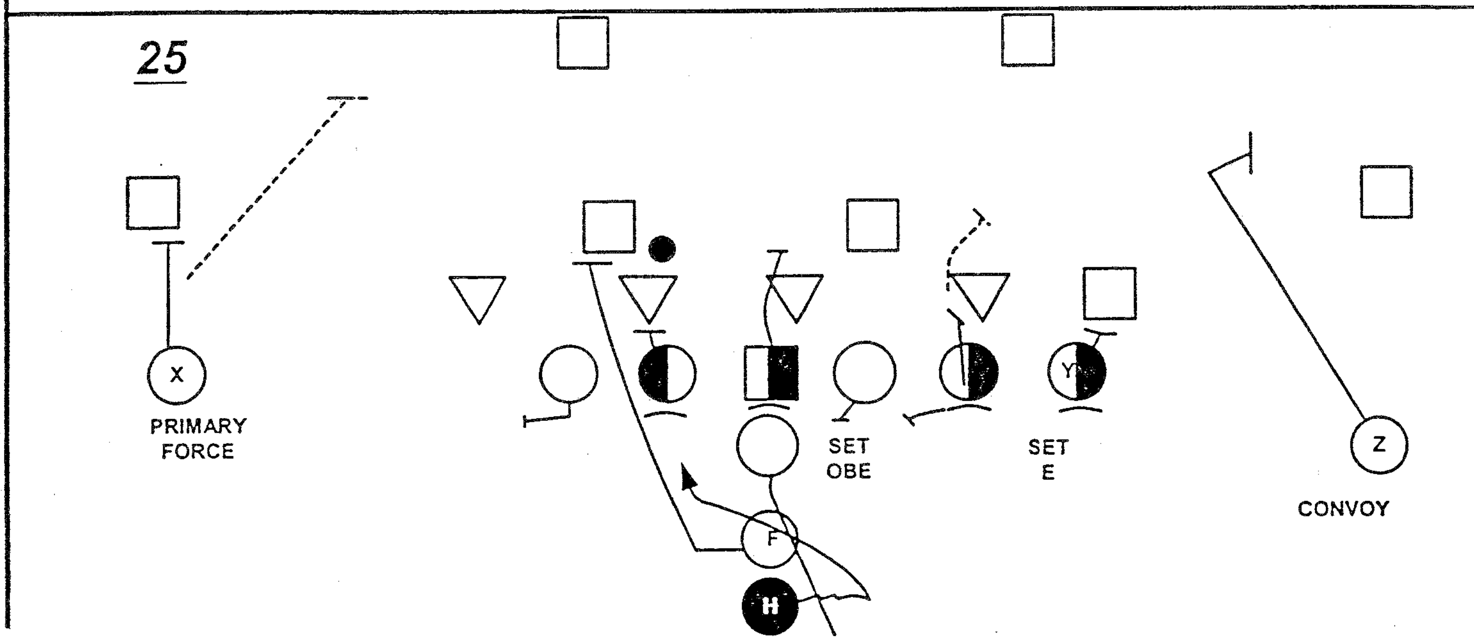




Y -BACKSIDE-	SAME AS BOB BLOCKING WITH A PASS SET: ALERT FOR "SET", "E" OR "BUZZ" CALL. C.P.: MINUS CALL IS TO YOU, YOU'RE ON THE WEAK SIDE.
T (U)	N/A
ONSIDE TACKLE	COVERED: SET TURN MAN OUT. POSSIBLE FAN CALL G BUBBLE UNCOVERED: SET TURN OUT ON OUTSIDE RUSHER.
ONSIDE GUARD	COVERED: SET TURN MAN QUICKLY (IN-OUT) UNCOVERED: FAN VS. G BUBBLE. ALERT SWITCH CALL.
CENTER	COVERED: ATTACK AND TURN MAN. POSSIBLE SWITCH/OBE UNCOVERED: SET GO THROUGH TO LB OVER - POS: MINUS CALL
OFFSIDE GUARD	COVERED: SET IN, TURN MAN OUT (SWAP) UNCOVERED: SET IN, OBE WITH CENTER. ALERT CALL / MINUS CALL (FAN)
OFFSIDE TACKLE	COVERED: SET, TURN OUT MAN ALERT SET E/BUZZ UNCOVERED: SET IN, SWAP WITH OFF G./ ALERT MINUS / FAN / SPIKE CALL
FULLBACK	QUICK DRAW FT.WK (SHOW & GO). DRIVE AT OUTSIDE HIP OF INSIDE GUARD. READ FIRST COVERED LINEMAN'S BLOCK FOR BEST COURSE TO LB'ER (WILL) ALERT FAN.
HALFBACK	DRAW SET OPPOSITE CALLED SIDE - DIRECT ENTRY RUN - READ FIRST COVERED LINEMAN'S BLOCK & FB'S BLOCK - C.P.: THIS IS NOT A TRACK 'EM RUN.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
DRAWS	45 (44) BASE AWAY	GREEN (ZIP) (ZOOM)



QB	OPEN UP TO THE RIGHT. 45 - CONTINUE STRAIGHT BACK - GET BALL BACK TO HB. 44 - OPEN UP TO THE RIGHT, REVERSE AROUND TO HAND BALL TO HB. KEY THOUGHT: "BACK".

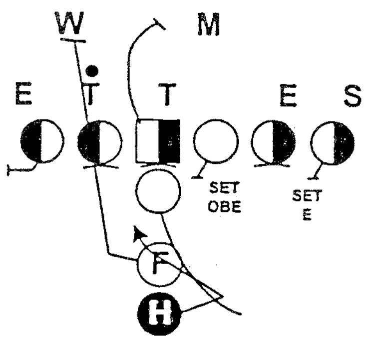
BALL CARRIER

1. FOOTWORK: -QUICK LATERAL SHUFFLE - KEEP PAD LEVEL DOWN. ALERT: AWAY
2. COURSE & LANDMARK: -DRAW SET AWAY FROM CALLED SIDE...DIRECT ENTRY - LANDMARK: BUTT OF ONSIDE GUARD.
3. DOT RUNNING (1ST LEVEL): -READ BLOCK OF FIRST ONSIDE COVERED LINEMAN. FEEL KEY: COVERED CENTER.
4. 2ND LEVEL: -THIS IS A DAYLIGHT RUN...USE THE FIELD...EXPECT AN UNBLOCKED SAFETY...MAKE HIM MISS...

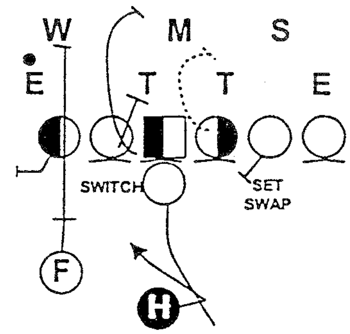
FB	QUICK DRAW FT.WK (SHOW & GO). DRIVE AT OUTSIDE HIP OF INSIDE GUARD. READ FIRST COVERED LINEMAN'S BLOCK FOR BEST COURSE TO LB'ER (WILL). ALERT FAN.
X	BLOCK FORCE UNLESS SLOT - BLOCK MAN OVER
Z	CONVOY UNLESS SLOT - BLOCK MAN OVER

SERIES	PLAY	BASE FORMATIONS
DRAWS	45 (44) BASE AWAY	GREEN (ZIP) (ZOOM)

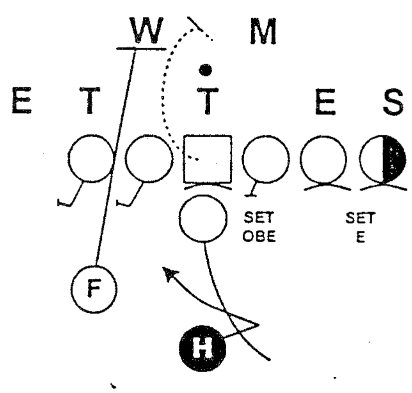
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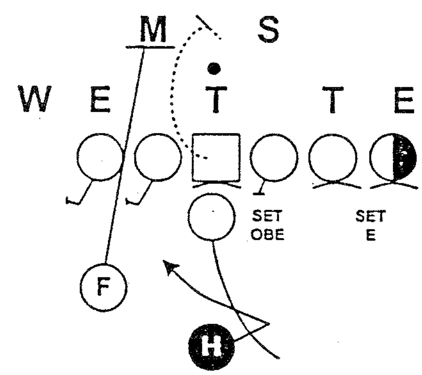
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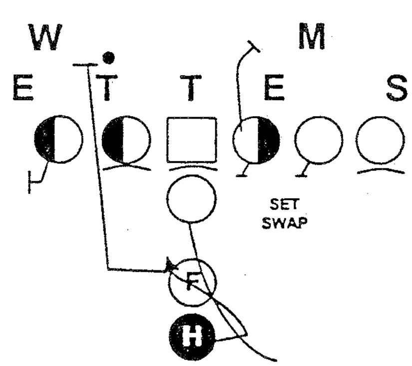
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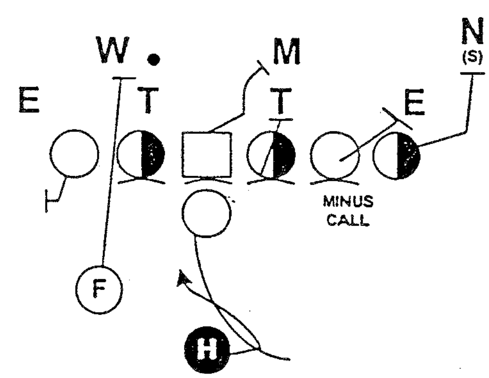
57
OKIE



25
SINK



N 4-2

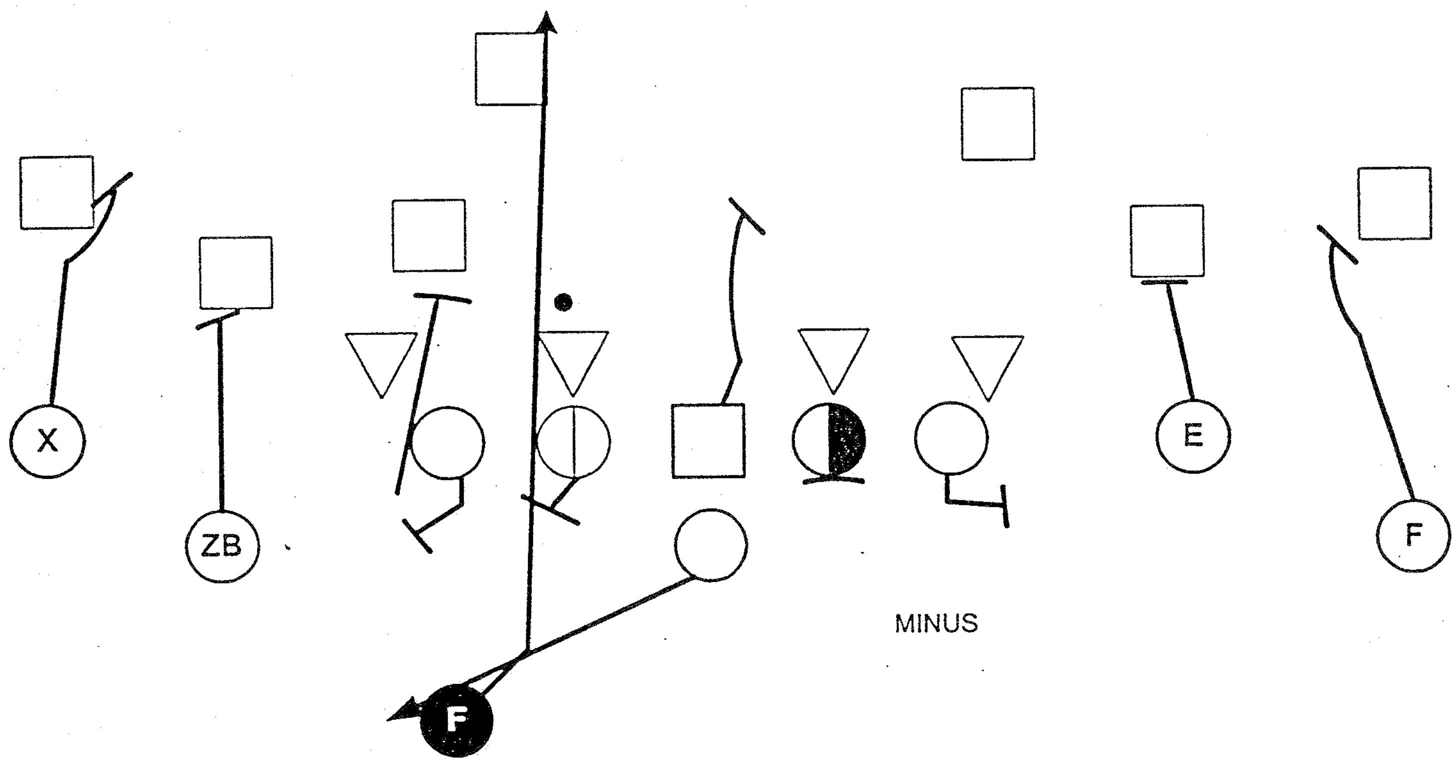


NOTES:

SPRINT DRAW LT / RT

F TRIP RIGHT (LEFT) (FAR) <4W>
SPRINT DRAW LT / RT

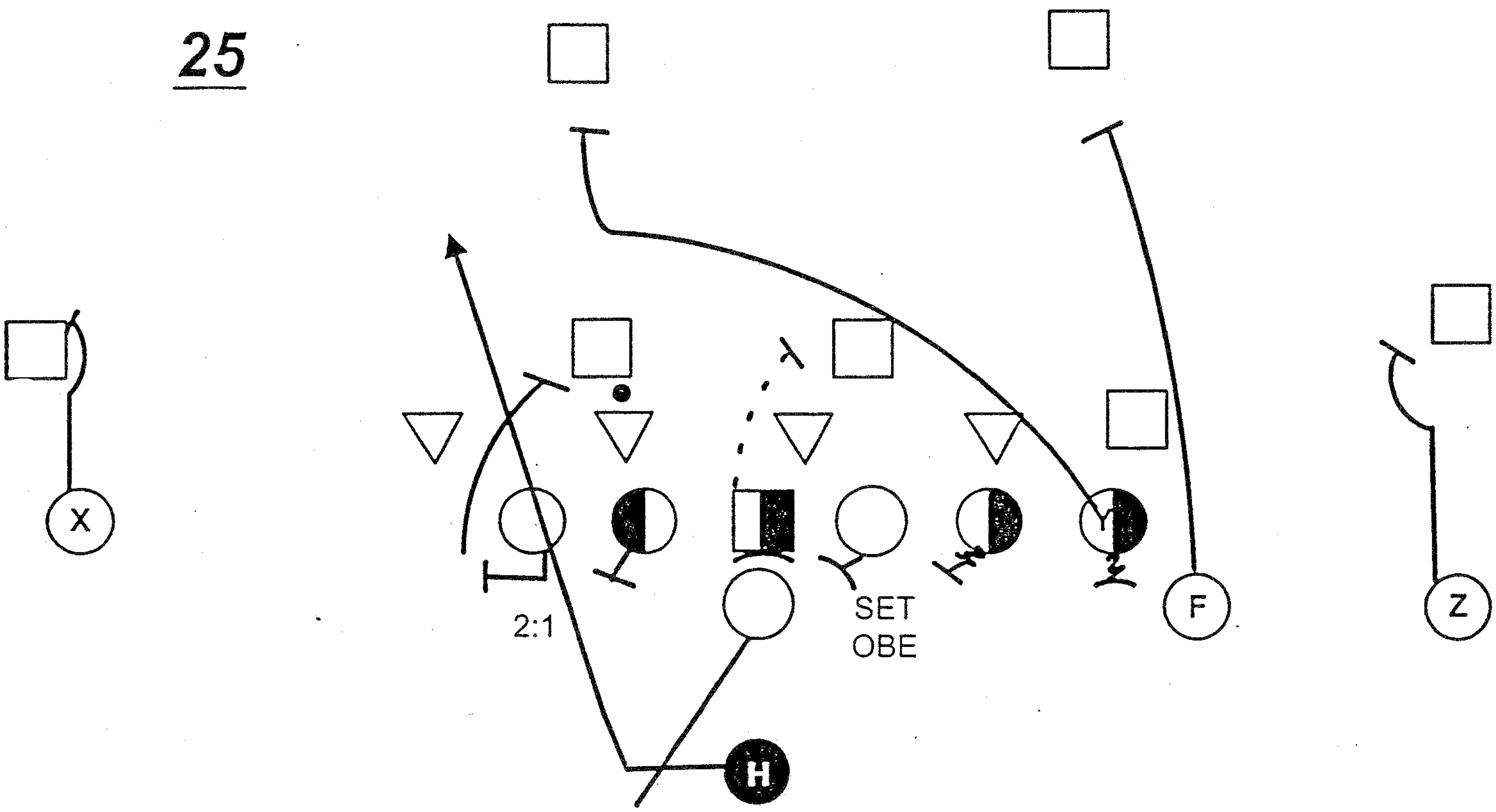
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NOTES:
SPEED DRAW WITH A TWO FOR ONE ONSIDE BLOCKING SCHEME.

SPRINT DRAW LT / RT

UP RIGHT (LEFT)
SPRINT DRAW LT / RT

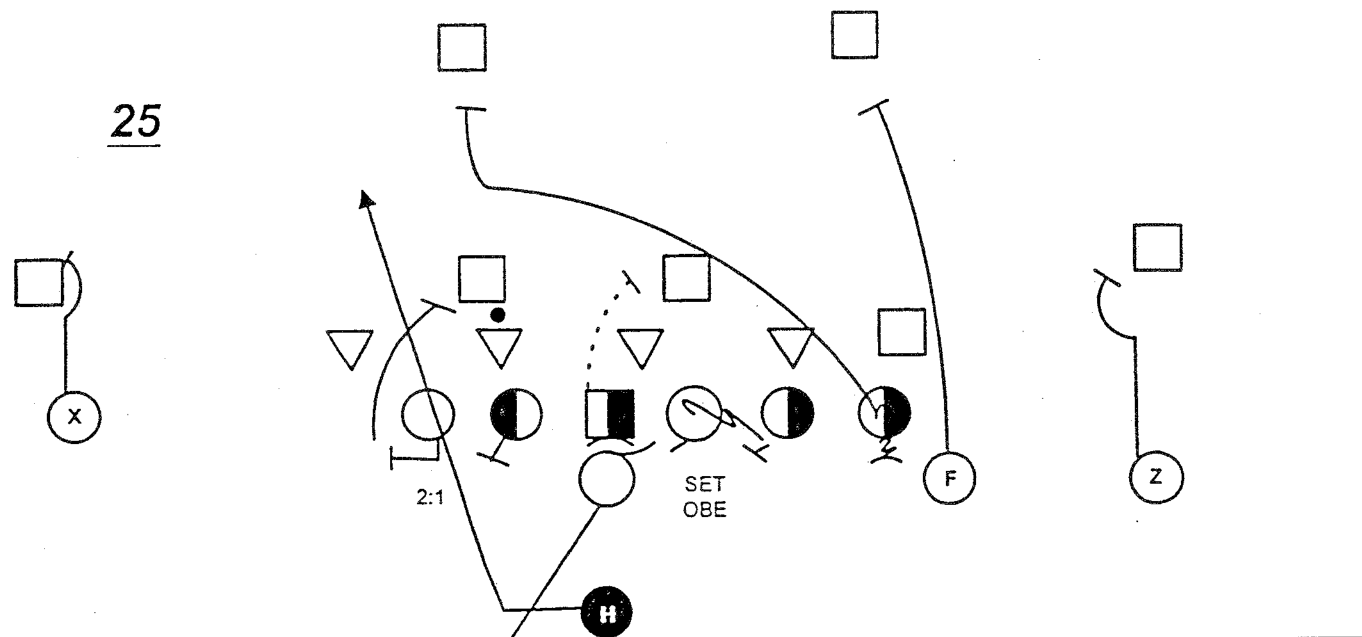


NOTES:

SPEED DRAW WITH A TWO FOR ONE ONSIDE BLOCKING SCHEME.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
DRAWS	SPRINT DRAW LT / RT	UP // F WIDE (FAR) <4W>



QB	OPEN TO THE HOLE. RUN TO THE BALL CARRIER. FIRST 2 STEPS ARE EXACTLY LIKE SPRINT. EXTEND THE BALL. KEY THOUGHT: "RUN". BALL EXCHANGE IS AT THE INSIDE HIP OF THE TACKLE.

BALL CARRIER

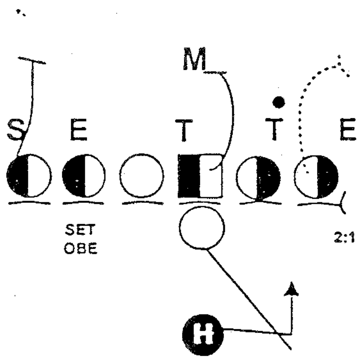
1. FOOTWORK: -SINGLE: OPEN - POWER CROSSOVER - SET & GATHER
   FAR/NEAR: SET AND GATHER - (POWER ALIGNMENT)
2. COURSE & LANDMARK: -DIRECT ENTRY - LANDMARK: INSIDE HIP OF ONSIDE TACKLE...THINK ONSIDE RUN LANE.
3. DOT RUNNING (1ST LEVEL): -READ FIRST COVERED LINEMAN...FEEL KEY: COVERED CENTER.
4. 2ND LEVEL: -EMPH: PATIENCE - HELP SET THE LINEMEN BLOCKS.
   EXPLODE THRU THE CREASE. ALERT: G BUBBLE (FAN).

FB	ONSIDE - BLOCK MAN ON. (F-TRIP) (F-TREY). OFFSIDE - BLOCK MAN ON TO SAFETY.
X	BLOCK NEAR CORNER
Z	BLOCK NEAR CORNER

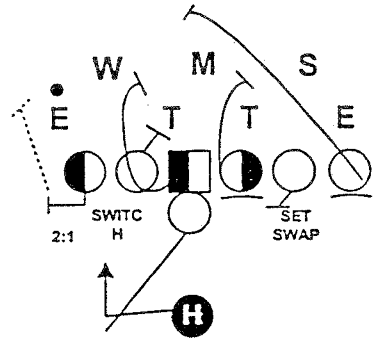
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
DRAWS	SPRINT DRAW LT / RT	UP // F WIDE (FAR) <4W>

25



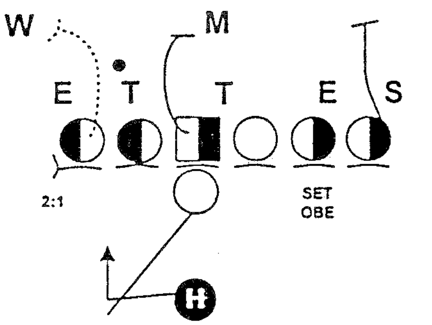
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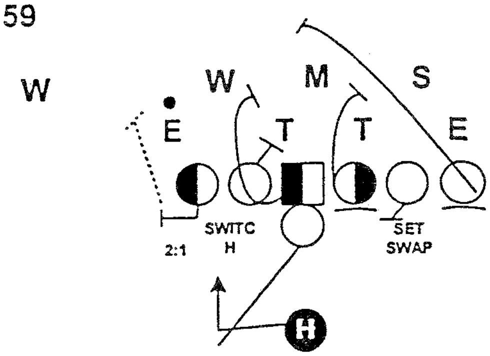
Y -BACKSIDE-	PASS SET - CLUB MAN OVER - RELEASE TO 2ND LEVEL AND BLOCK MDM CP: TIME RELEASE
T (U)	N/A.
ONSIDE TACKLE	PASS SET AND PUNCH DE - GO TO SECOND LEVEL BLOCK FIRST ONSIDE DEFENDER - ALERT FAN CALL WHEN ONG IS UNCOVERED.
ONSIDE GUARD	OVER SET MAN OVER-INVITE INSIDE RUSH OR TURN OUT-ALERT FAN CALL OR SWITCH CALL
CENTER	PASS SET, BLOCK MAN OVER ON/OFF - ALERT SWITCH, OBE, MINUS OPTION
OFFSIDE GUARD	SET INSIDE, ESTABLISH ONSIDE POSITION - ALERT OBE, OR SWAP OPTIONS
OFFSIDE TACKLE	SET INSIDE, ESTABLISH ONSIDE POSITION-POSSIBLE SWAP - NO E CALL - ALERT "MINUS" CALL.
FULLBACK	ONSIDE - BLOCK MAN ON. (F-TRIP) (F-TREY). OFFSIDE - BLOCK MAN ON TO SAFETY.
HALFBACK	SET AND GATHER ON INSIDE HIP OF ONSIDE TACKLE. BE PATIENT, READ ONSIDE GUARD BLOCK...

SERIES	PLAY	BASE FORMATIONS
DRAWS	SPRINT DRAW LT / RT	UP // F WIDE (FAR) <4W>

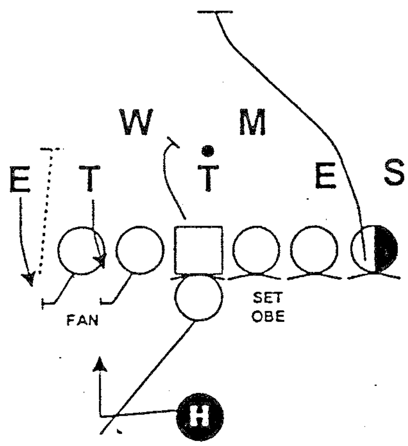
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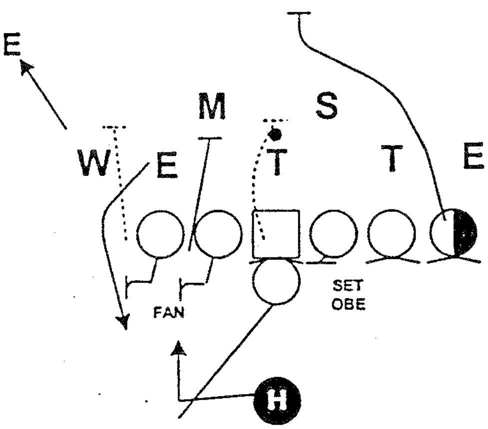
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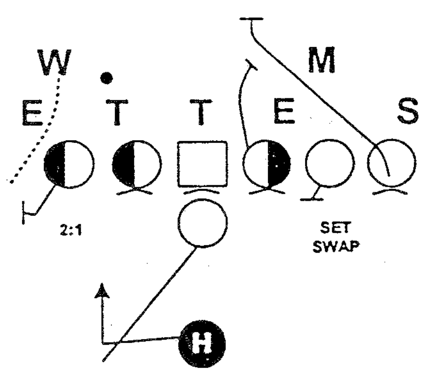
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OKIE



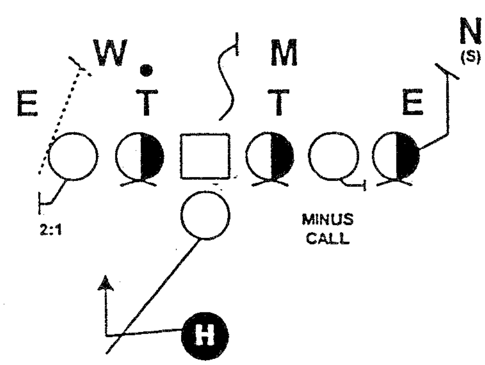
57
OKIE



25
SINK



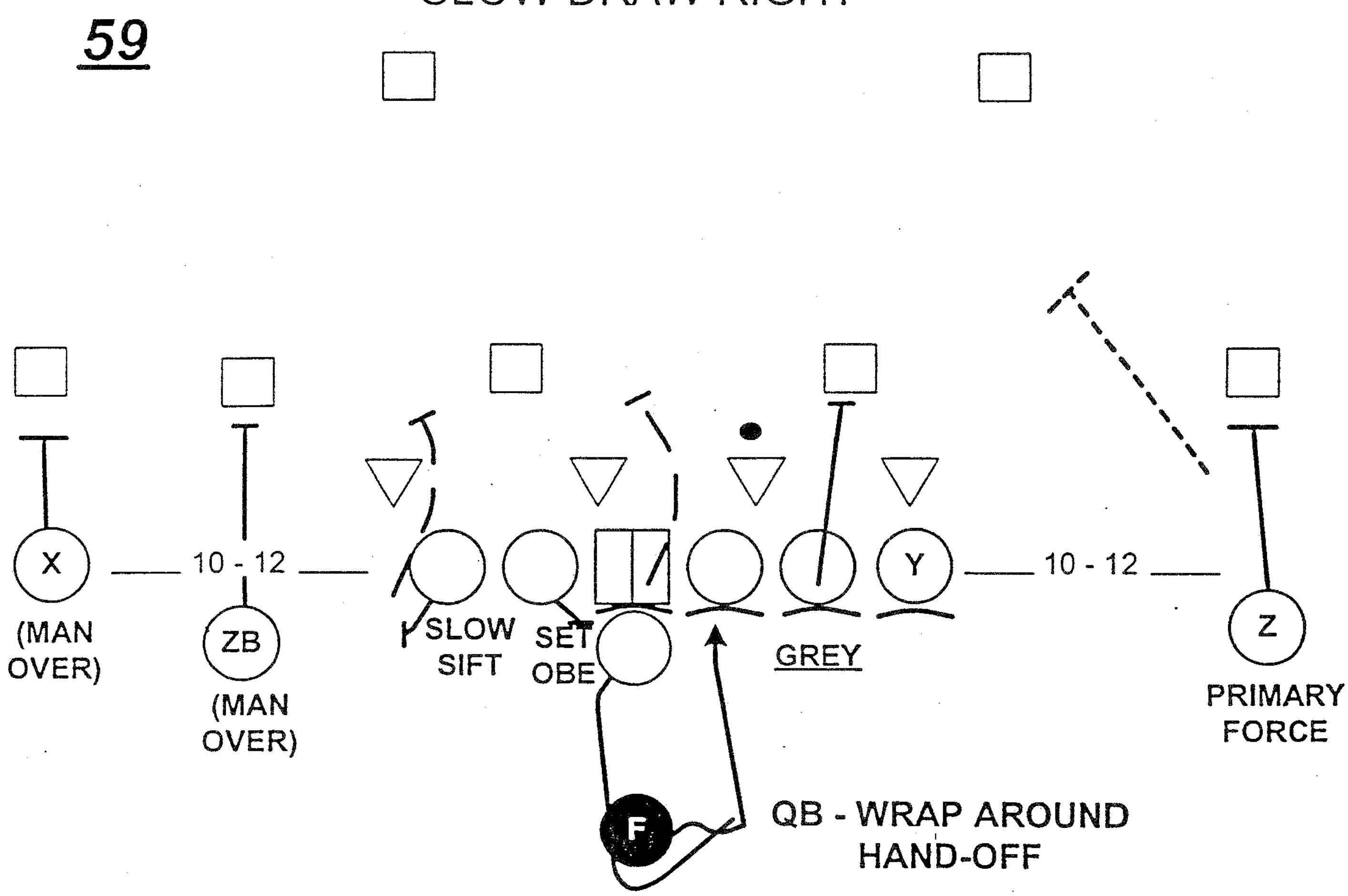
N 4-2



NOTES:

SLOW DRAW RIGHT

(F) WIDE RIGHT (LEFT) <ZB>
SLOW DRAW RIGHT



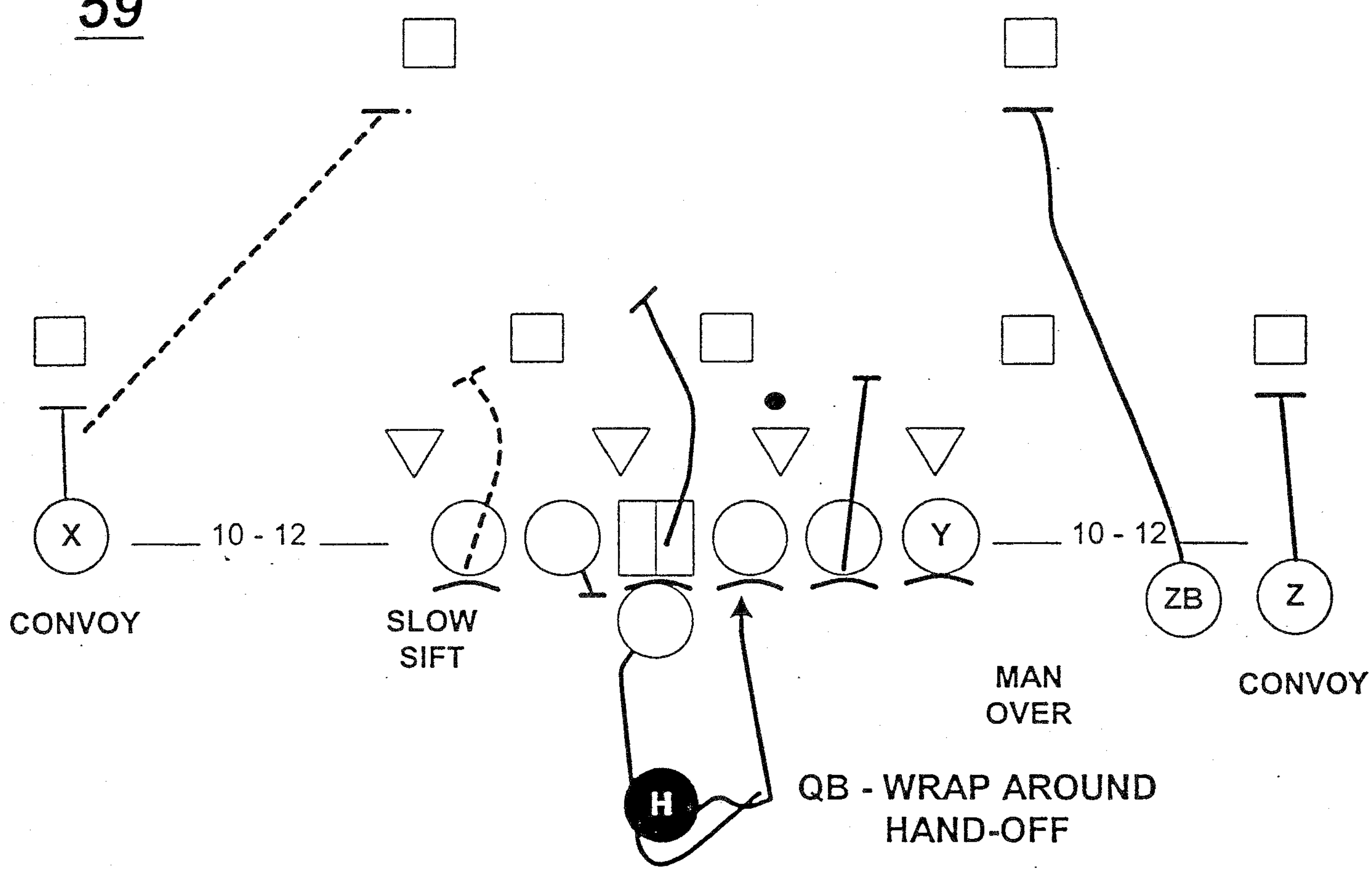
* QB / FB - STRONG SIDE "A GAP" EXCHANGE

NOTES:

SLOW DRAW RIGHT

TRIP RIGHT (LEFT) <ZB> <ZB HB>
SLOW DRAW RIGHT

59



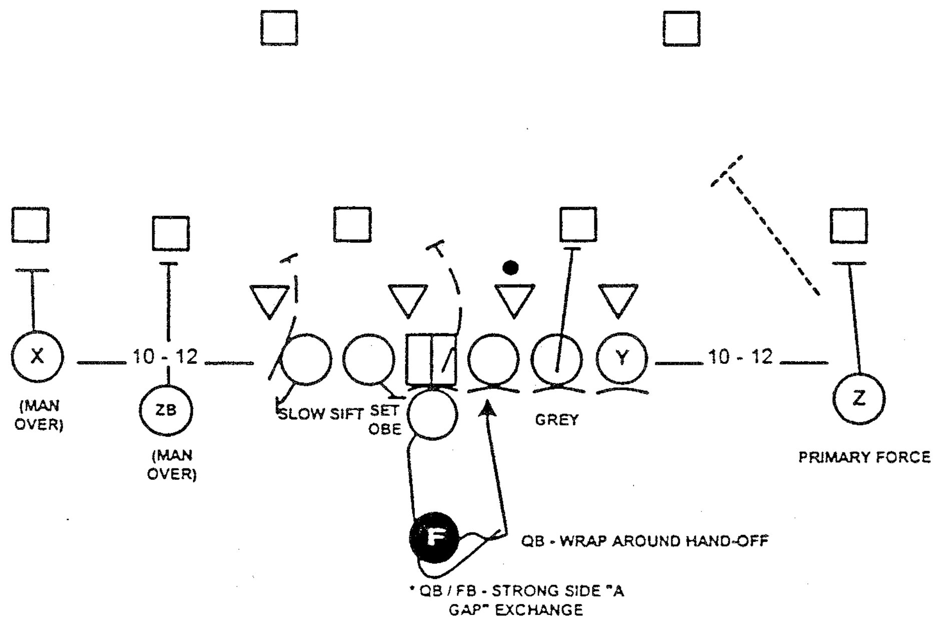
* QB /HB - STRONG SIDE
"A GAP" EXCHANGE

NOTES:

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
DRAWS	SLOW DRAW RIGHT	(F) WIDE <ZB> // TRIP <ZB> <ZB HB>

59



QB	OPEN TO THE RIGHT. FIRST STEP IS AT 12:00 O'CLOCK. GET THE BALL BACK WITH DEPTH! EYES DOWN THE FIELD, GRAB LEFT HIP AND WRAP AROUND.

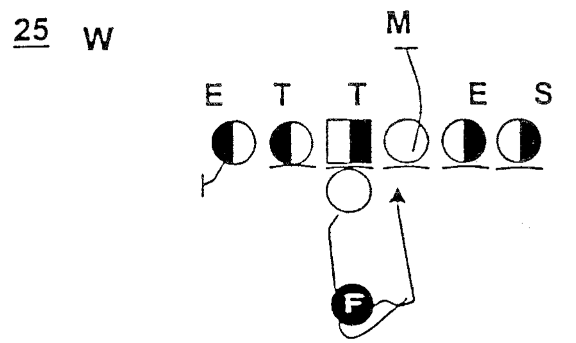
BALL CARRIER

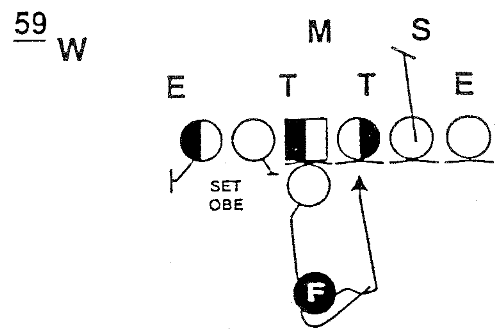
1. FOOTWORK: -STEP - SET - GATHER.
2. COURSE & LANDMARK:-DIRECT ENTRY - LANDMARK: HIP OF ONSIDE GUARD.
3. DOT RUNNING (1ST LEVEL): -READ BLOCK OF FIRST ONSIDE COVERED LINEMAN. FEEL KEY: COVERED CENTER. C.P.: [PIANO EFFECT READ].
4. 2ND LEVEL: -THIS IS A DAYLIGHT RUN...USE THE FIELD...EXPECT AN UNBLOCKED DEFENDER...MAKE HIM MISS...

FB (HB)	ONSIDE: (F-TREY) (F-TRIP): BLOCK FORCE. OFFSIDE: BLOCK MAN ON - C.P.: EXPECT THE BALL TO COME TO YOU - [THINK PRIMARY BLOCK.] (F-WIDE/ F-WIDER).
X	BLOCK NEAR CORNER.
Z	BLOCK PRIMARY FORCE. / TRIP RULE: MAN OVER.

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
DRAWS	SLOW DRAW RIGHT	(F) WIDE <ZB> // TRIP <ZB> <ZB HB>

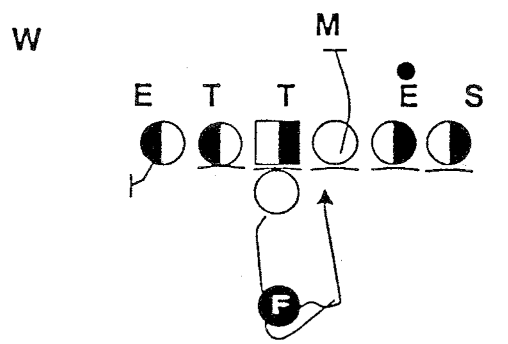




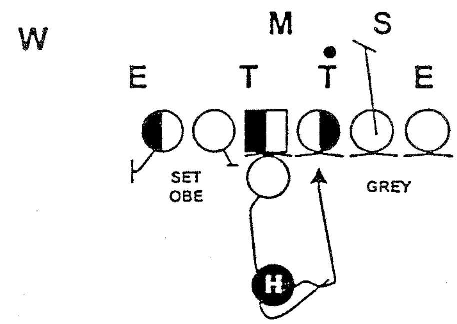
Y ONSIDE	BLOCK MAN OVER: NO 'J' CALL, ALL GREY CALL. YOUR TECHNIQUE IS A SET - SET - CLIMB - USE AREA, THEN BLOCKING SCHEME.
T BACKSIDE	N/A
ONSIDE TACKLE	SET BLOCK END MAN INSIDE/OUT. "GRAY" CALL VS T BUBBLE NO 'J' CALL - ALERT MINUS CALL
ONSIDE GUARD	COVERED: SET - TURN MAN IN OR OUT UNCOVERED: SET - ALET L/S/ BLOCK LB'ER - ALERT SWITCH/ACE/MINUS CALLS
CENTER	COVERED: SET - TURN MAN UNCOVERED: SET - ALERT TT LINE STUNT - POSSIBLE "MINUS" CALL / ACE CALL / SWITCH
OFFSIDE GUARD	COVERED: SET - BLOCK MAN OUT UNCOVERED: SET - BLOCK OBE ALERT MINUS CALL
OFFSIDE TACKLE	SET - SLOW SIFT IF NECESSARY - ALERT MINUS CALL / SWAP CALLS
FULLBACK	ONSIDE: ALIGNMENT (F-TRIP) (F-TREY) - BLOCK FORCE OFFSIDE: ALIGNMENT (F-WIDE) (F-WIDER) - BLOCK MAN ON: EXPECT THE BALL TO COME TO YOU. [THINK PRIMARY BLOCK] - ALERT HB RULES.
HALFBACK	STEP - SET - GATHER - FEEL KEY: COVERED CENTER C.P.: DON'T BE TOO WIDE...PIANO EFFECT READ...ALERT HB RULES.

SERIES	PLAY	BASE FORMATIONS
DRAWS	SLOW DRAW RIGHT	(F) WIDE <ZB> // TRIP <ZB> <ZB HB>

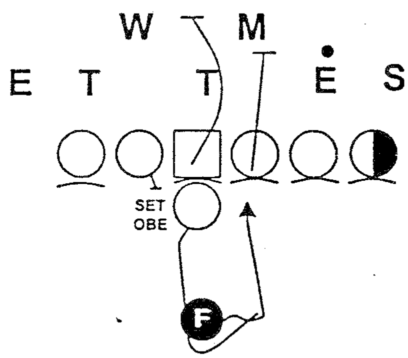
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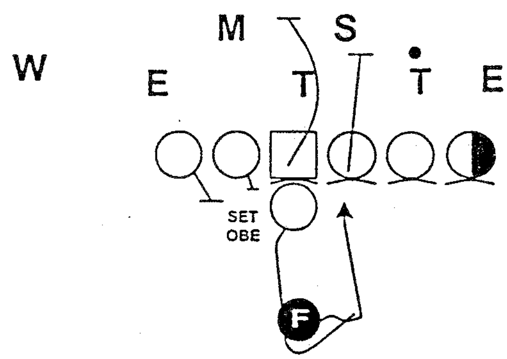
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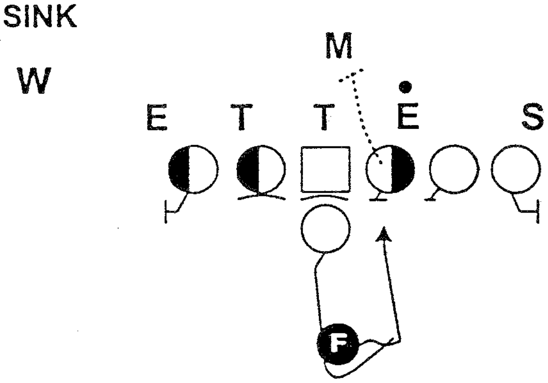
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OKIE



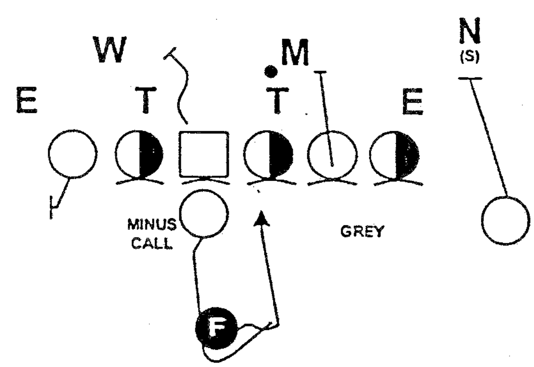
57
OKIE



25
SINK



N 4-2



NOTES:

2001

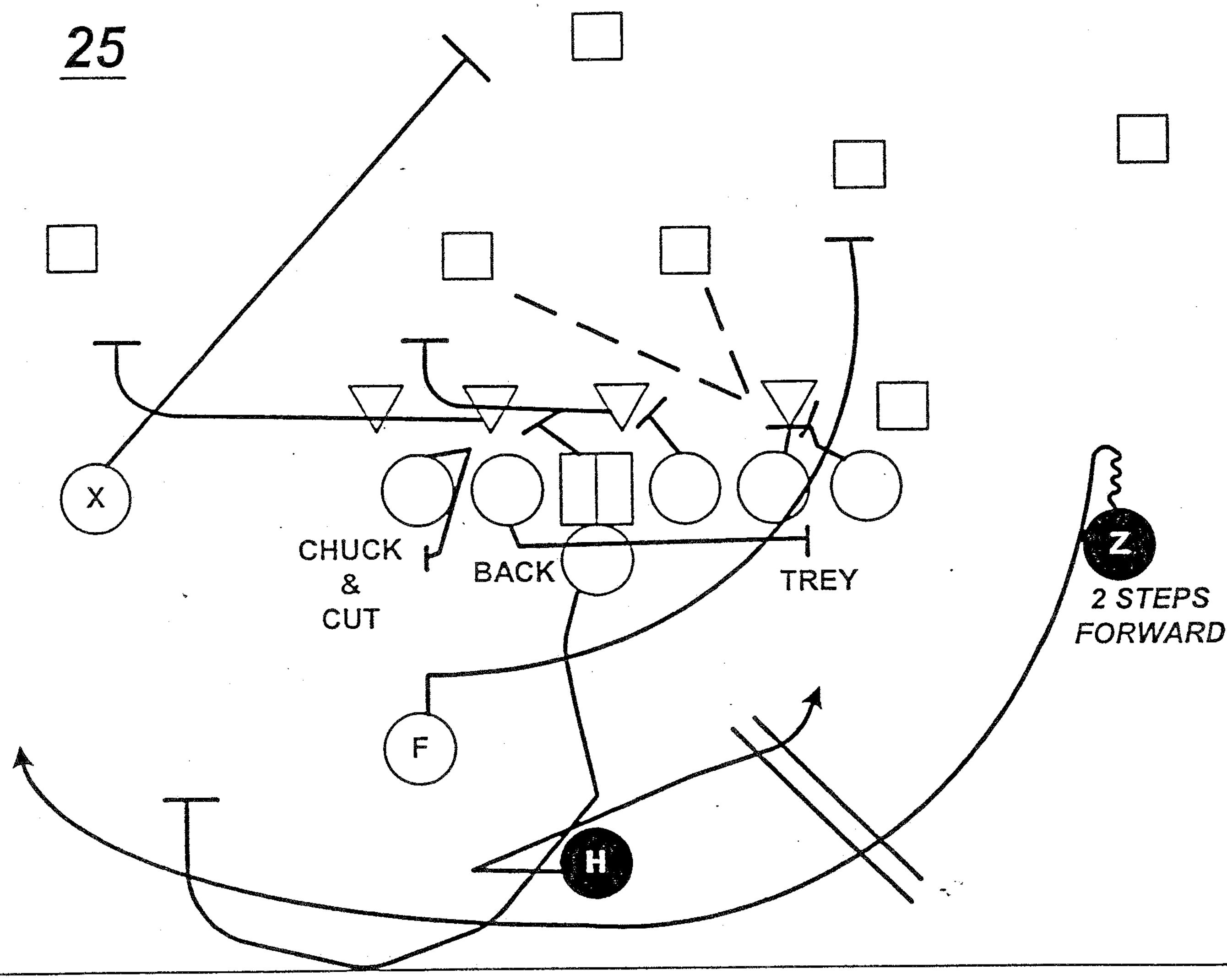
NEW YORK JETS OFFENSE

DECEPTIVES

JAB 16 (17) F GAP Z REVERSE LT/(RT)

QUEEN RIGHT (LEFT)
JAB 16 (17) F GAP Z REVERSE LT/(RT)

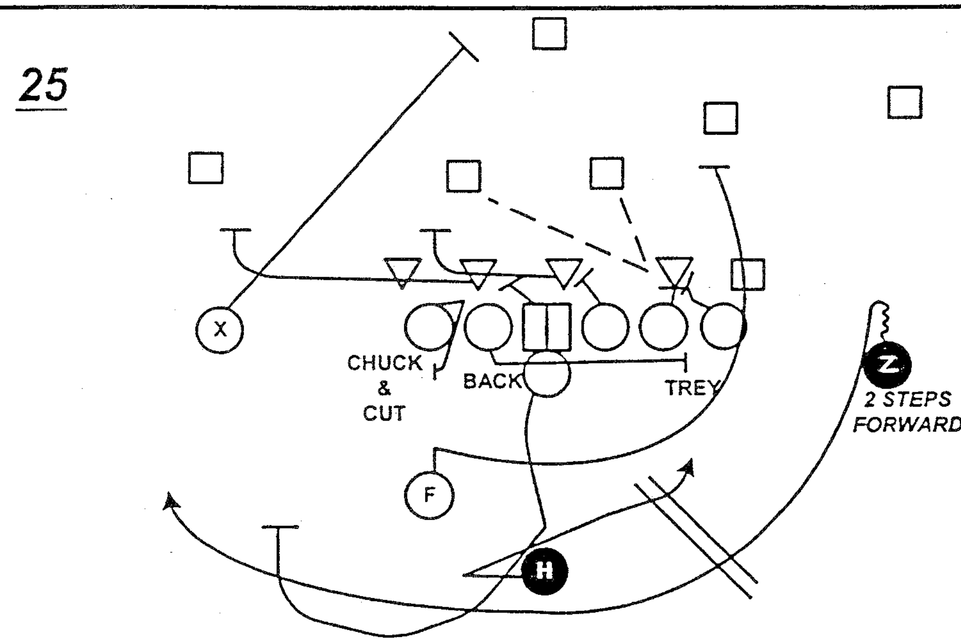
25



NOTES: MIS-DIRECTION BASED ON JAB 16/17 GAP Z REVERSE.

NEW YORK JETS RUN GAME

SERIES	PLAY	BASE FORMATIONS
DECEPTIVES	JAB 16 (17) F GAP Z REV LT/RT	QUEEN



QB	JAB 16/17 F GAP TECHNIQUE - AFTER HANDOFF, TURN UPFIELD AND LEAD - BLOCK MDM.

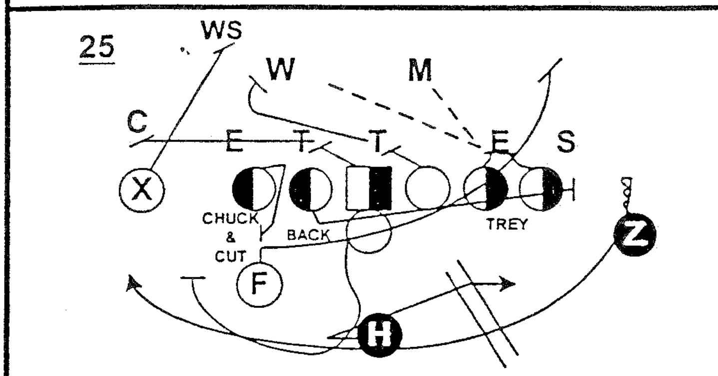
BALL CARRIER / FLANKER

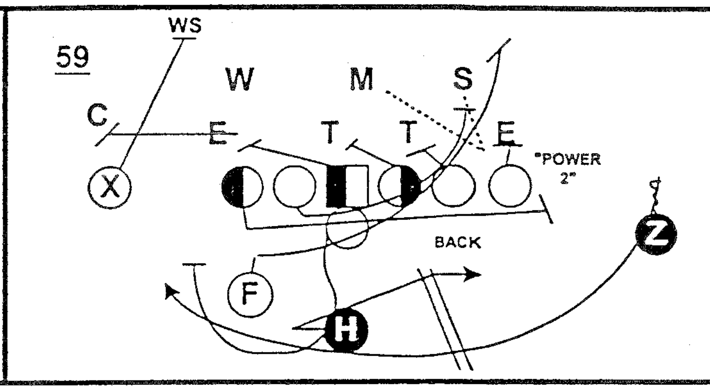
1. FOOTWORK: -TAKE 2 PUNCH STEPS FORWARD TO RUN REVERSE + FORM A GOOD POCKET (GET DEEP).
2. COURSE & LANDMARK: -ADJUST TO BALL CARRIER.
3. 2ND LEVEL: -PICK UP LEAD BLOCKERS AS YOU TURN UPFIELD.

FB	BLOCK JAB 16/17 F GAP - PROCEED TO SECOND LEVEL AND BLOCK STRONG SAFETY.
X	BLOCK ONSIDE SAFETY.
HB	RUN JAB 16/17 F GAP COURSE - HAND BALL OFF TO REVERSE RUNNER...BLOCK TRAILER (IF ANY).

NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
DECEPTIVES	JAB 16 (17) F GAP Z REV LT/RT	QUEEN

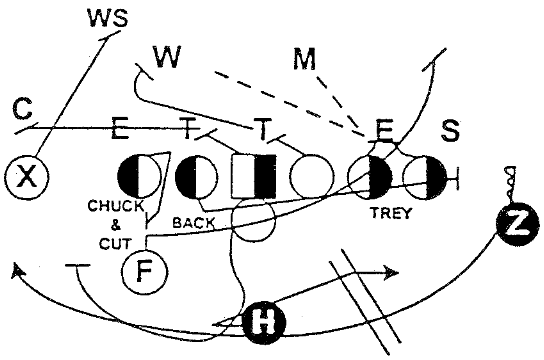




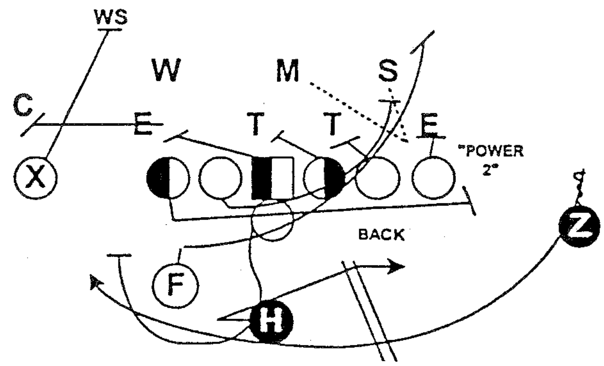
Y ONSIDE	BLOCK JAB 16 (17) F GAP.
T BACKSIDE	ASSUME FB RULES.
ONSIDE TACKLE	BLOCK JAB 16/17 F GAP FINISH WITH A CUT ON THE CHASE DEFENDER. ALERT TACKLE CALL VS. 59.
ONSIDE GUARD	BLOCK JAB 16/17 F GAP.
CENTER	BLOCK JAB 16/17 F GAP - RELEASE ONSIDE AND BLOCK THE CORNER. N/T LEAD DOWNFIELD...C.P.: ALERT 'BACK' VS. ONSIDE BUBBLE..
OFFSIDE GUARD	BLOCK JAB 16/17 F GAP - RELEASE ONSIDE AND BLOCK THE ONSIDE LINEBACKER. N/T LEAD DOWNFIELD.
OFFSIDE TACKLE	BLOCK JAB 16/17 F GAP - ALLOW NO PENETRATION BETWEEN YOU AND THE GUARD'S BLOCK - REGARDLESS OF ORIGIN.
FULLBACK	BLOCK JAB 16/17 F GAP - PROGRESS DOWNFIELD (IF POSSIBLE) AND BLOCK THE STRONG SAFETY.
HALFBACK	RUN JAB 16/17 F GAP - HAND-OFF THE REVERSE RUNNER - BLOCK TRAILER (IF ANY).

SERIES	PLAY	BASE FORMATIONS
DECEPTIVES	JAB 16 (17) F GAP Z REV LT/RT	QUEEN

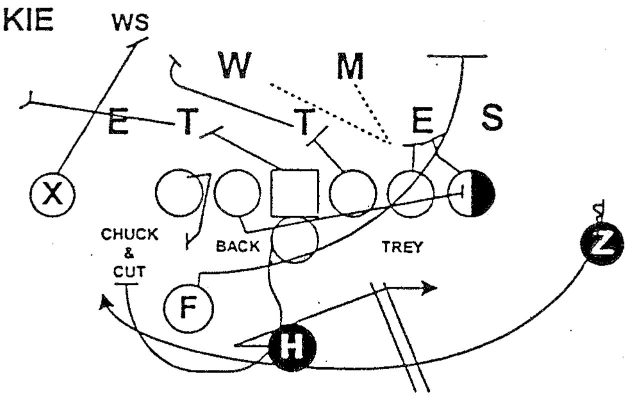
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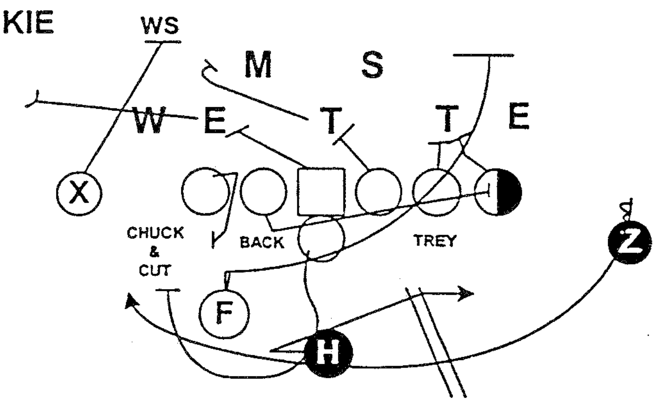
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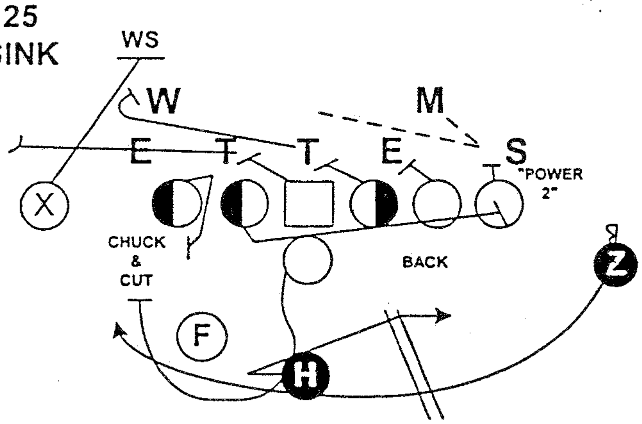
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OKIE



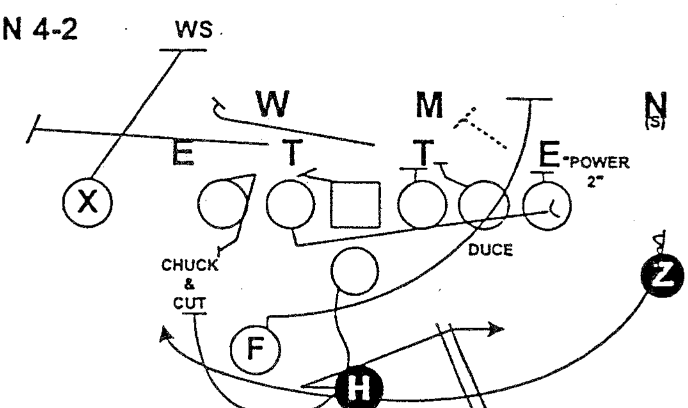
57
OKIE



25
SINK

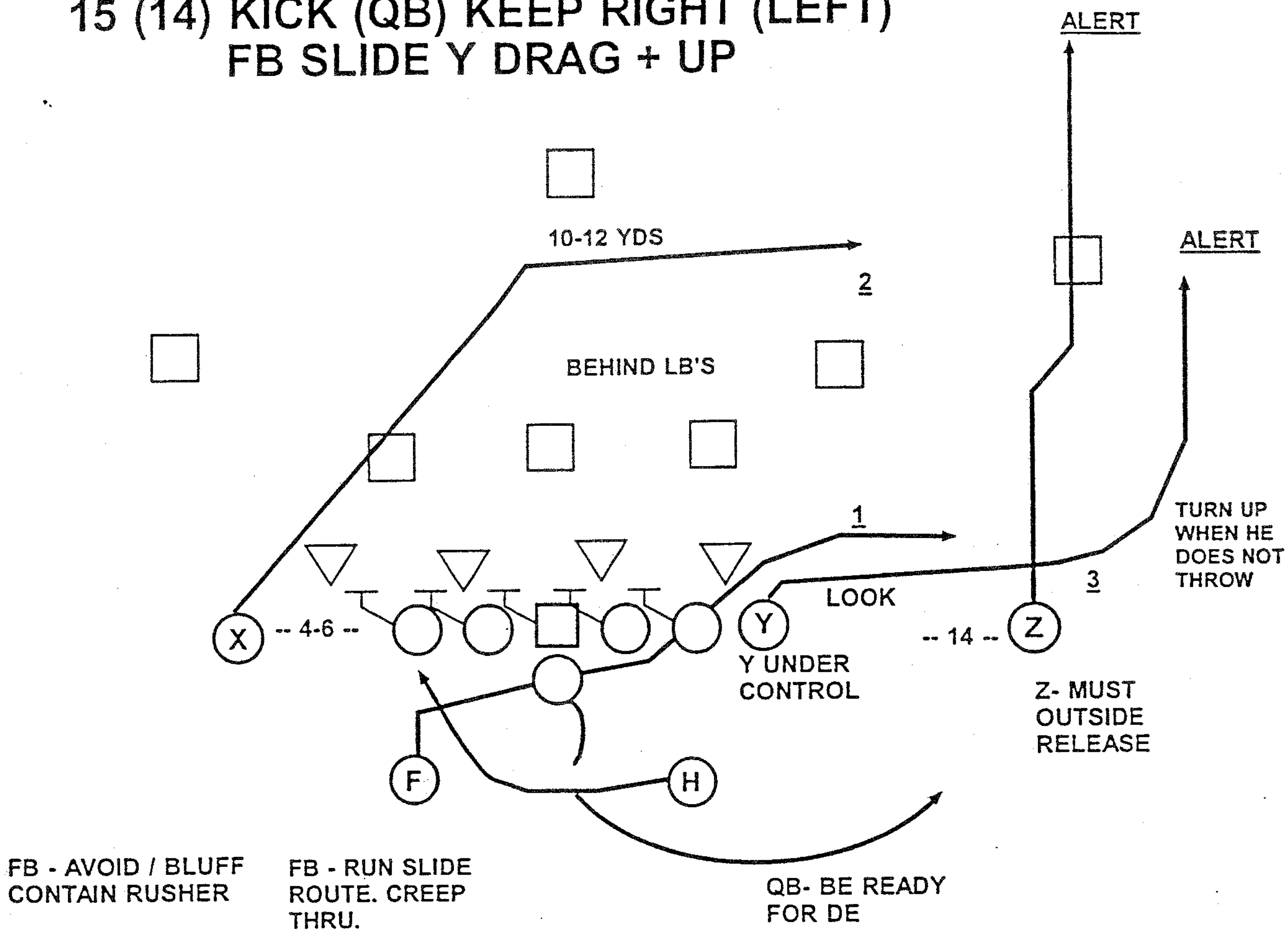


N 4-2

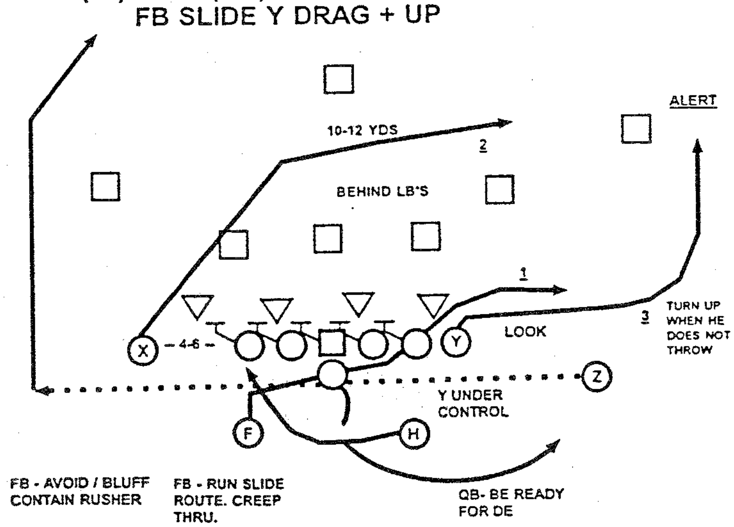


NOTES:

CHANGE RIGHT (LEFT) (NASTY)
15 (14) KICK (QB) KEEP RIGHT (LEFT)
FB SLIDE Y DRAG + UP

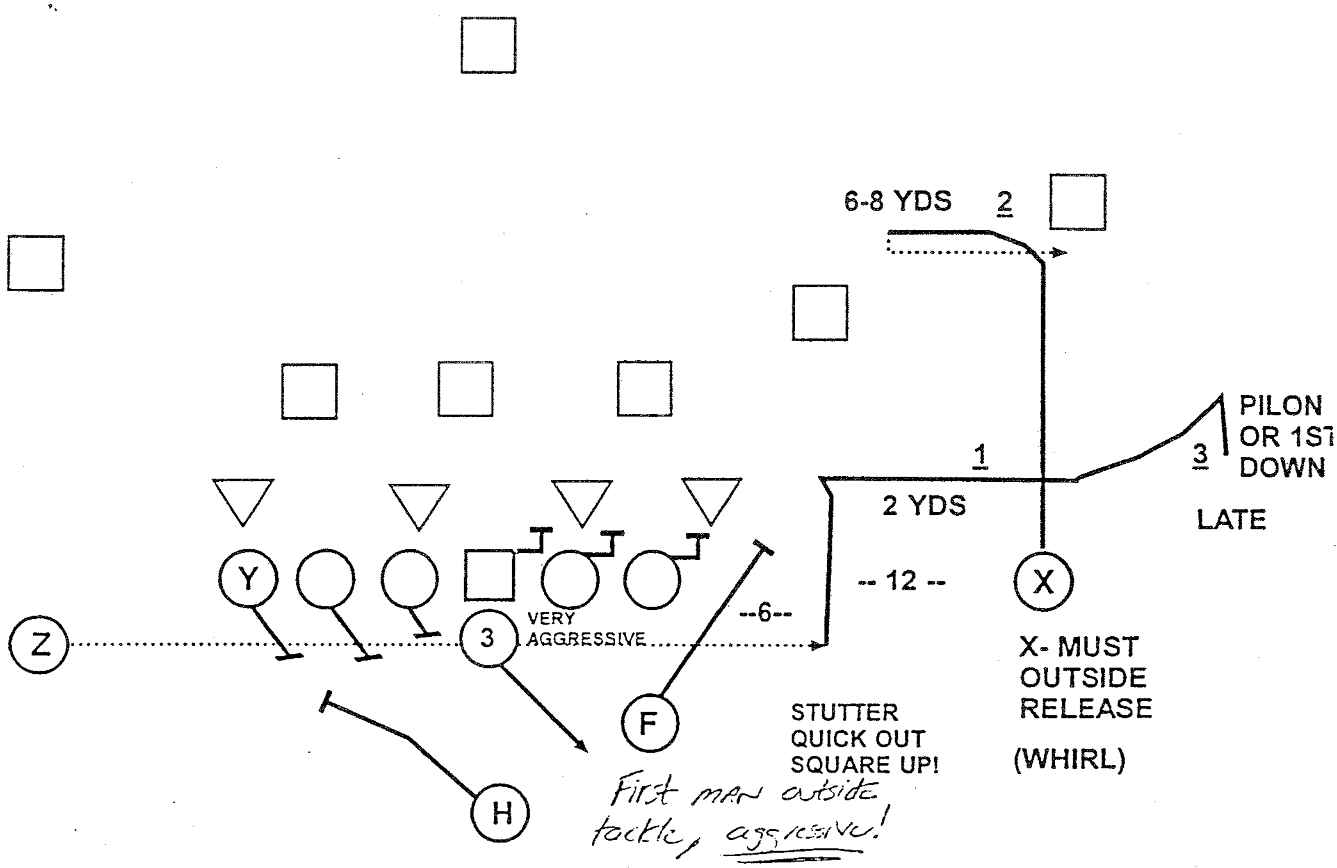


ZOOM CHANGE RIGHT (LEFT) FLOP
15 (14) KICK (QB) KEEP RIGHT (LEFT)
FB SLIDE Y DRAG + UP

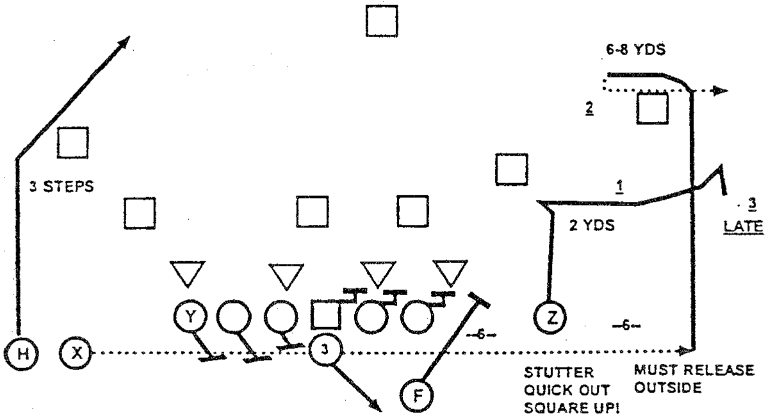


NOTES:

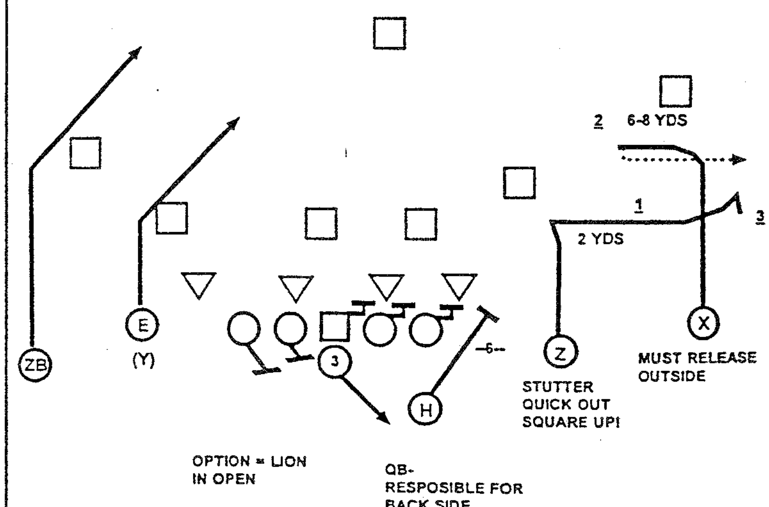
ZOOM QUEEN LEFT (RIGHT) SLOT SPRINT RIGHT (LEFT) OPTION



EXIT TRIP LEFT (RIGHT) SLOT (FAR) SPRINT RIGHT (LEFT) OPTION

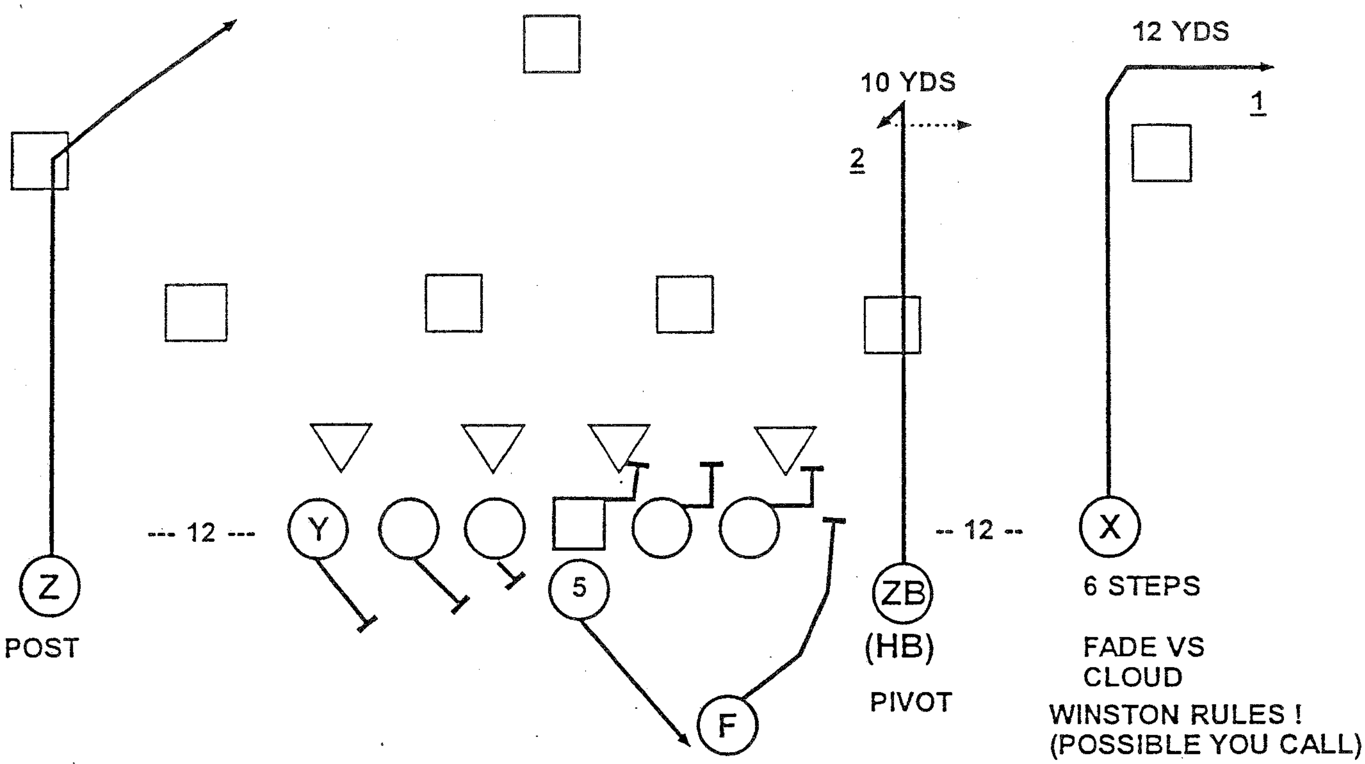


TRIP LEFT (RIGHT) SLOT OPEN (FAR) <4W> <ZEB> SPRINT RIGHT (LEFT) OPTION

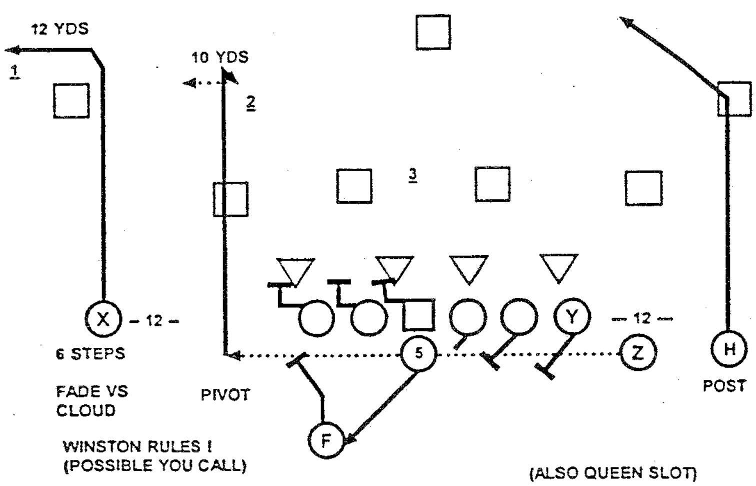


NOTES:

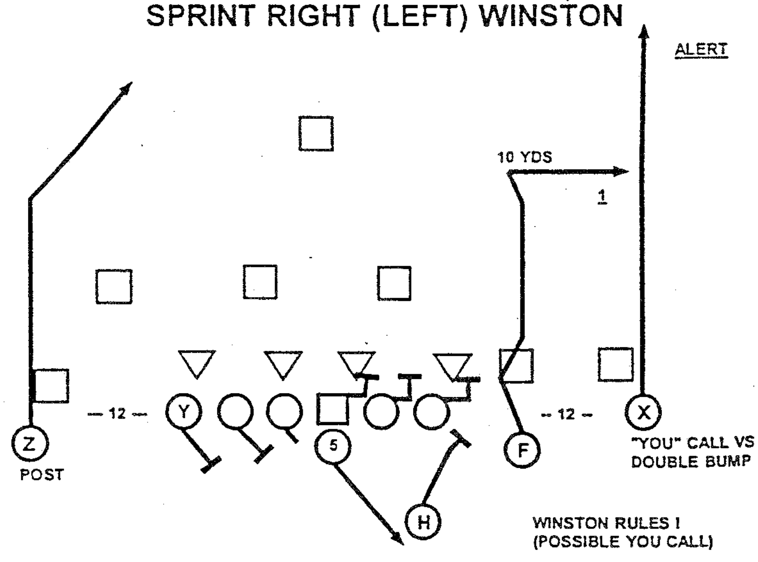
WIDE LEFT (RIGHT) (FAR) <ZEBRA> SPRINT RIGHT (LEFT) WINSTON



ZOOM TRIP RIGHT (LEFT) SLOT (FAR) SPRINT LEFT (RIGHT) WINSTON



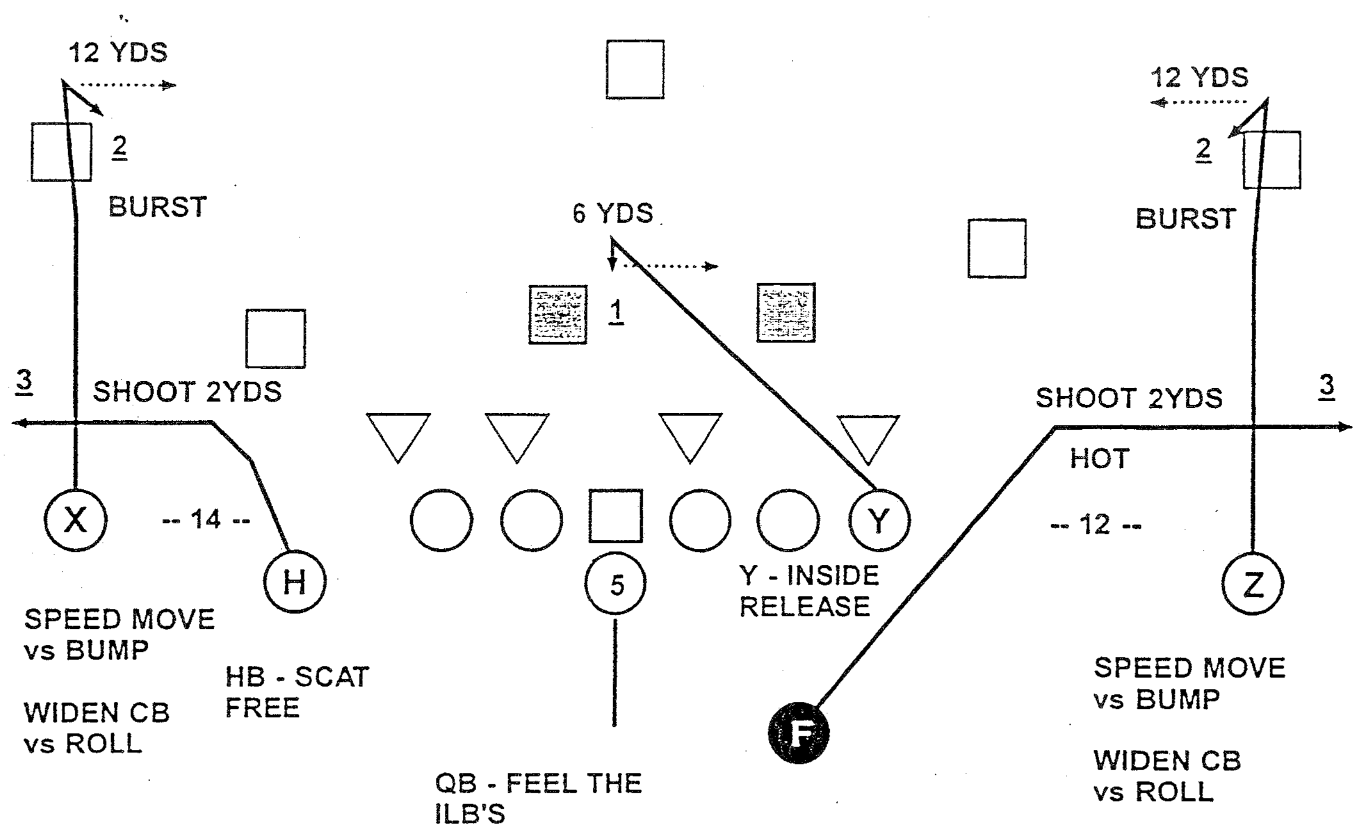
F WIDE LEFT (RIGHT) (FAR) SPRINT RIGHT (LEFT) WINSTON



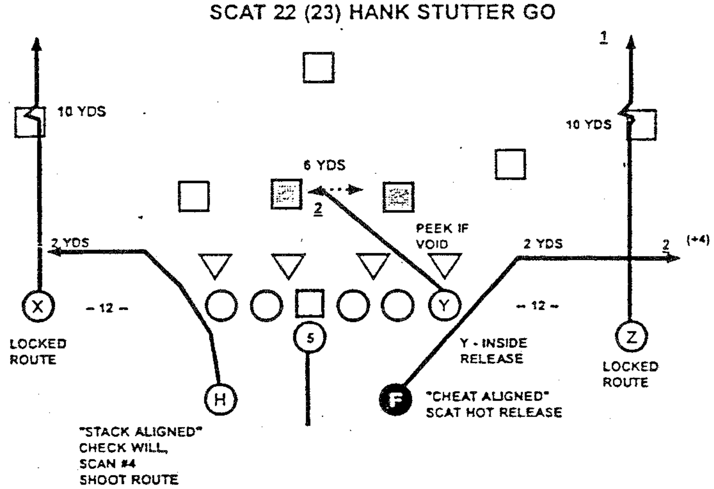
NOTES:

WIDE RIGHT (LEFT)
SCAT 22 (23) HANK

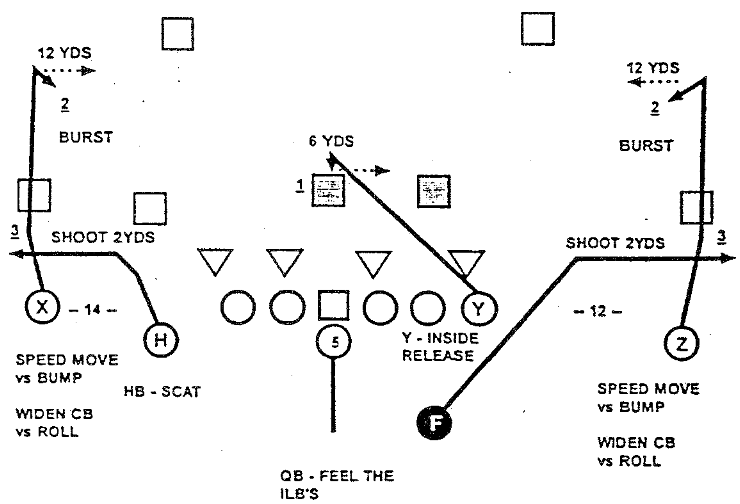
SCAT = all receivers are out.



RED RIGHT (LEFT)
SCAT 22 (23) HANK STUTTER GO



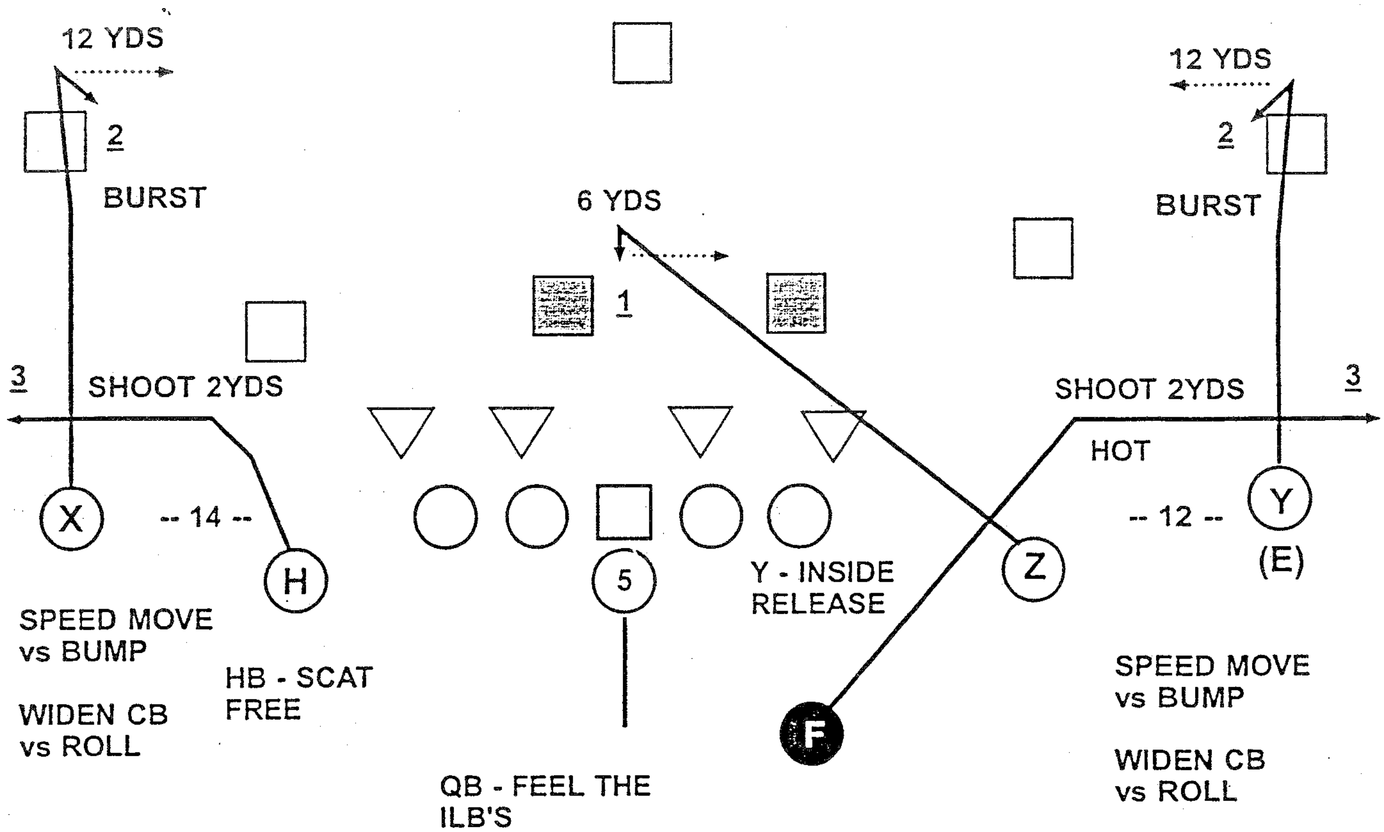
WIDE RIGHT (LEFT)
SCAT 22 (23) HANK



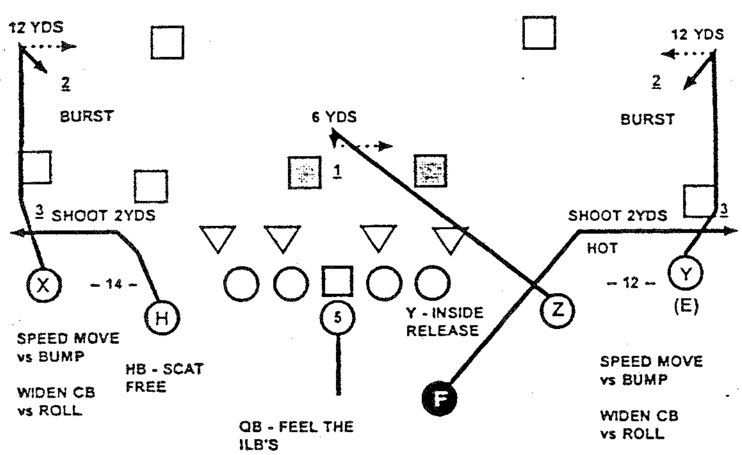
NOTES:

WIDE RIGHT (LEFT) OUTSIDE <E> SCAT 22 (23) Z HANK

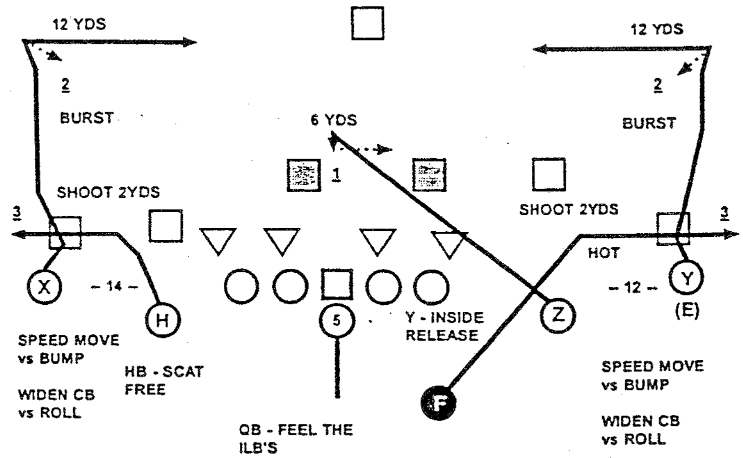
Same play Scat= all recieves cut run shoot.



WIDE RIGHT (LEFT) OUTSIDE <E> SCAT 22 (23) Z HANK



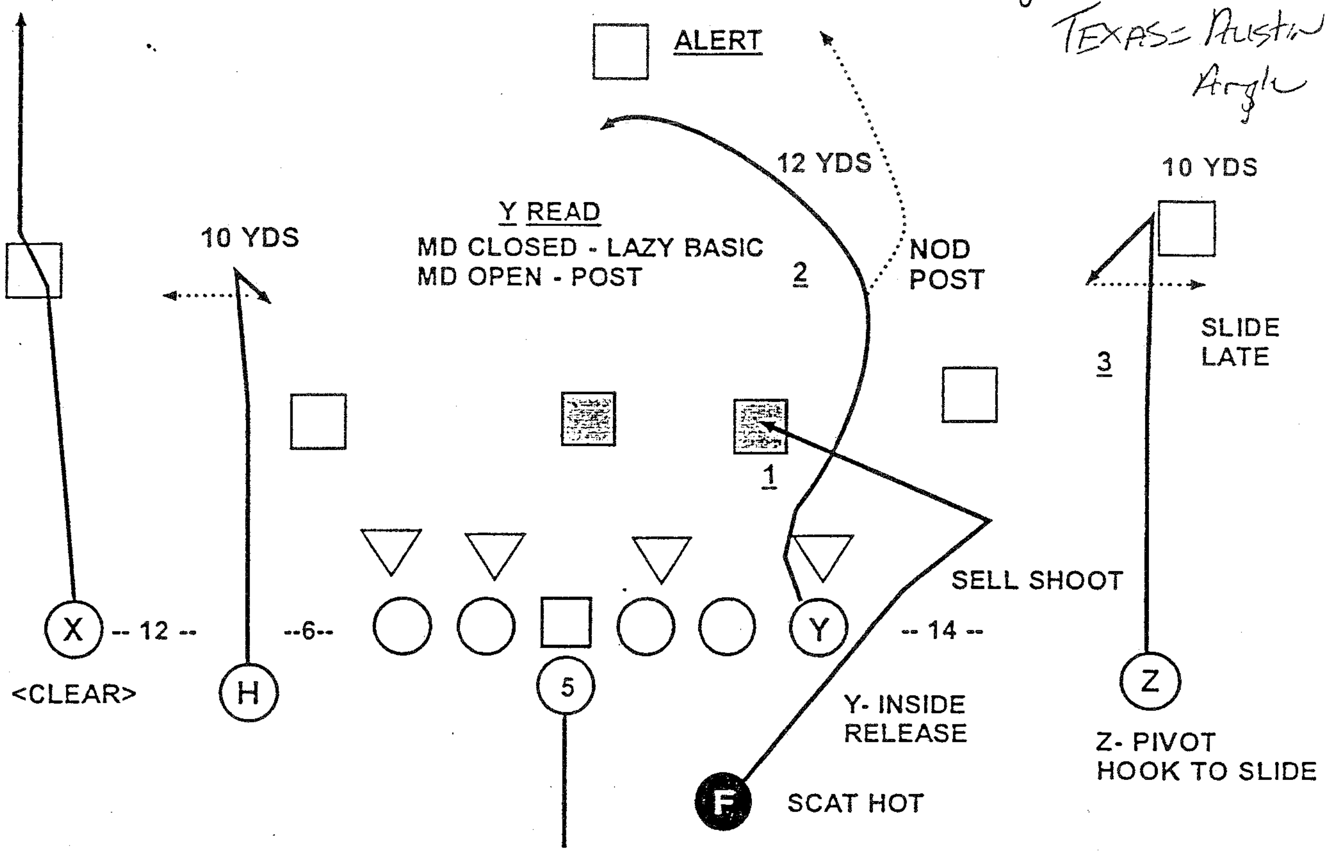
WIDE RIGHT (LEFT) OUTSIDE <E> SCAT 22 (23) Z HANK



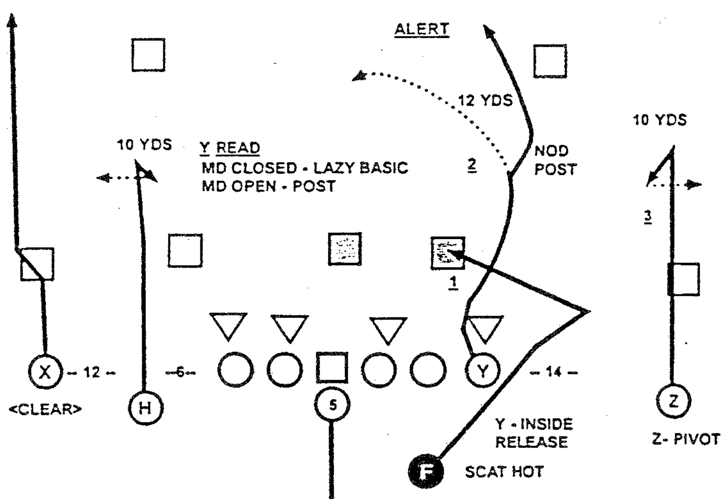
NOTES:

WIDE RIGHT (LEFT)
SCAT 22 (23) TEXAS

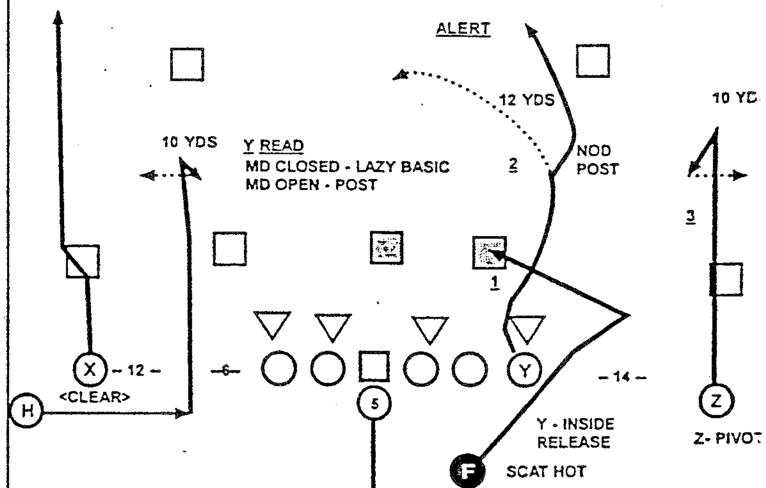
SEll shoot y run the angle route.
TEXAS = Austin Angle



WIDE RIGHT (LEFT)
SCAT 22 (23) TEXAS

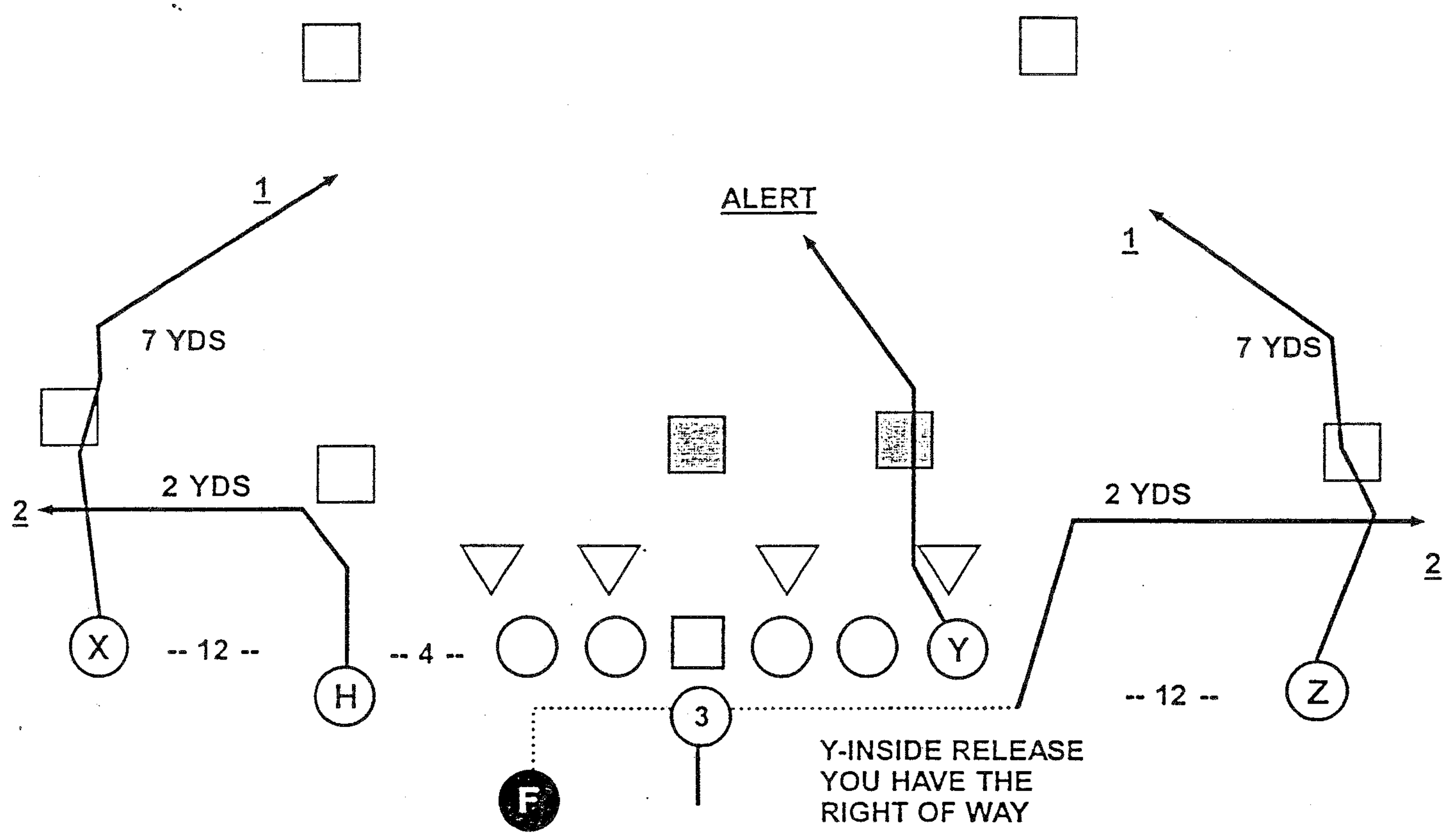


WIDER RIGHT (LEFT) H SHORT
SCAT 22 (23) TEXAS

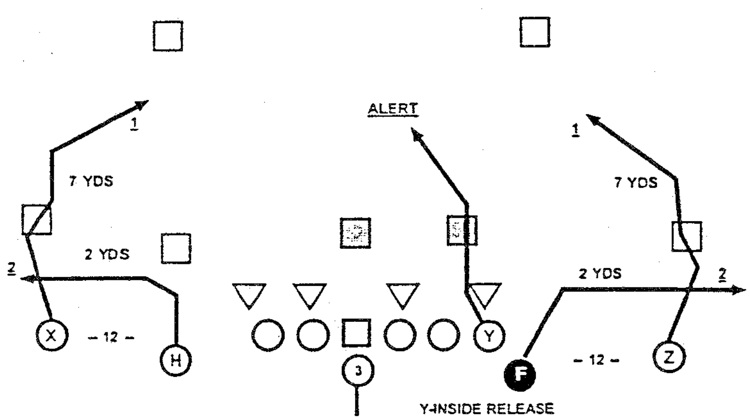


NOTES:

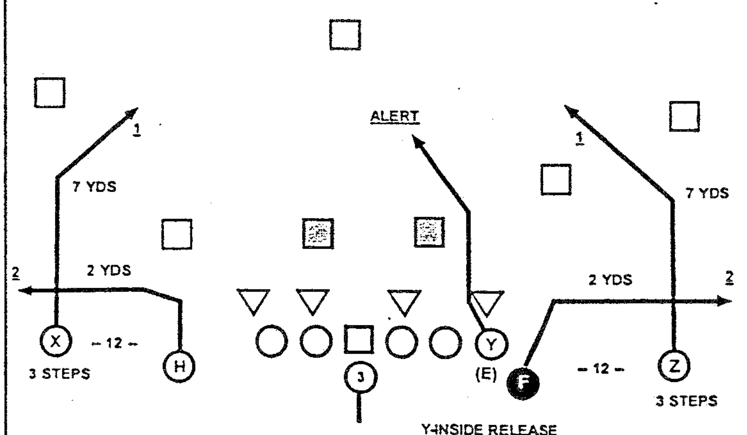
WIDE RIGHT (LEFT) A RIGHT (C LEFT) SCAT 322 (323) LOOK SLANT BACKS SHOOT



UP WIDE RIGHT (LEFT)
SCAT 322 (323) LOOK SLANT BACKS SHOOT



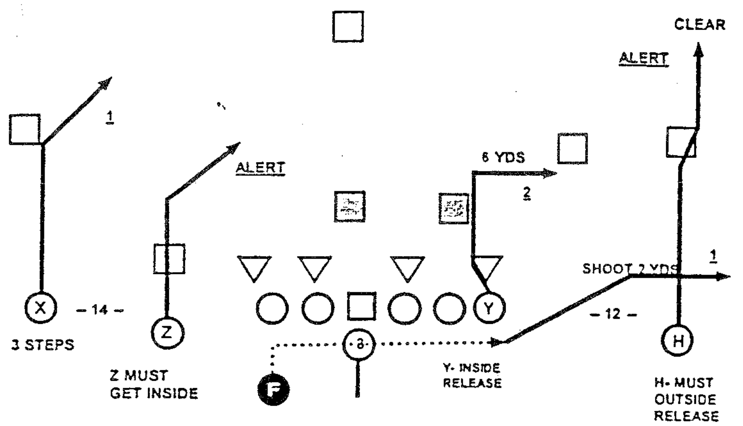
UP WIDE RIGHT (LEFT) <EAGLE>
SCAT 322 (323) LOOK SLANT BACKS SHOOT



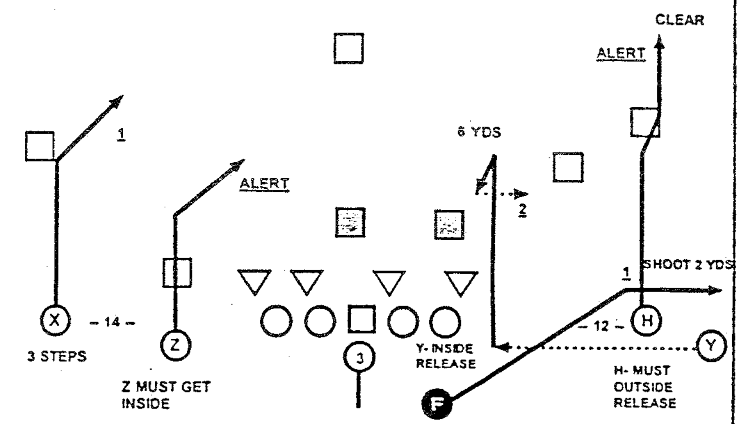
NOTES:

NEW YORK JETS OFFENSE

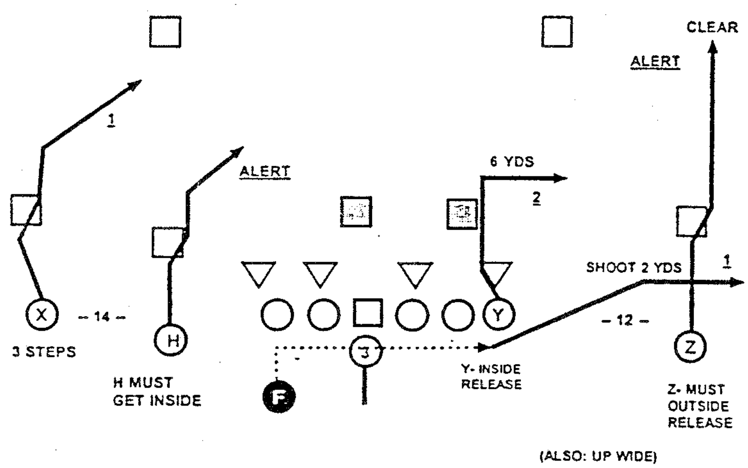
TRIP RIGHT (LEFT) SLOT A RIGHT (C LEFT) SCAT 322 (323) Y STICK LION



TIP TRIP RIGHT (LEFT) SLOT <E> SCAT 322 (323) Y STICK LION

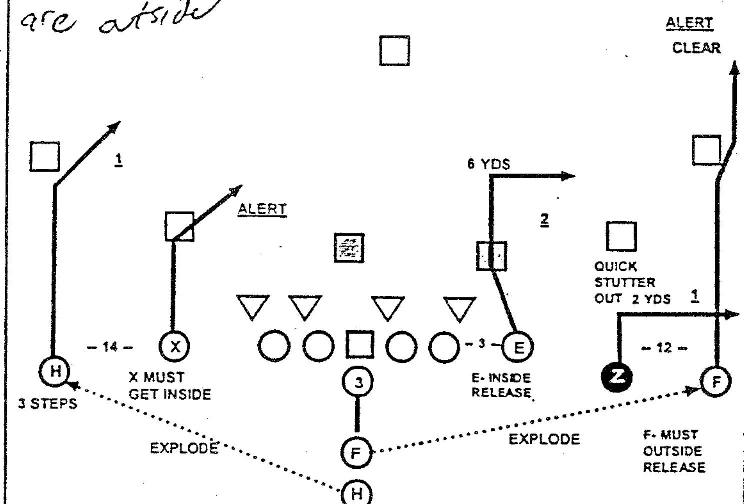


WIDE RIGHT (LEFT) A RIGHT SCAT 322 (323) Y STICK LION



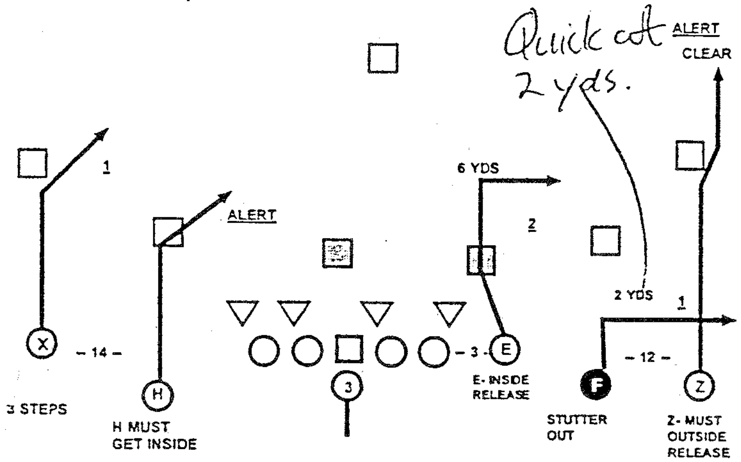
EXPLODE TROUBLE RIGHT (LEFT) <E> SCAT 322 (323) E STICK LION

H & F are outside

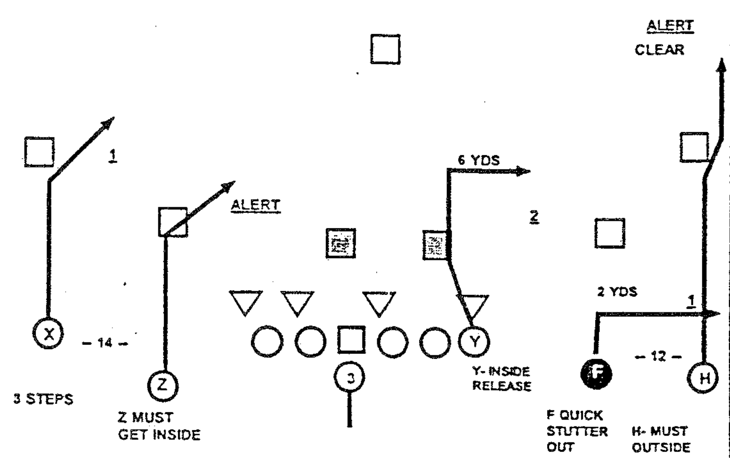


EMPTY RIGHT (LEFT) <E> SCAT 322 (323) E STICK LION

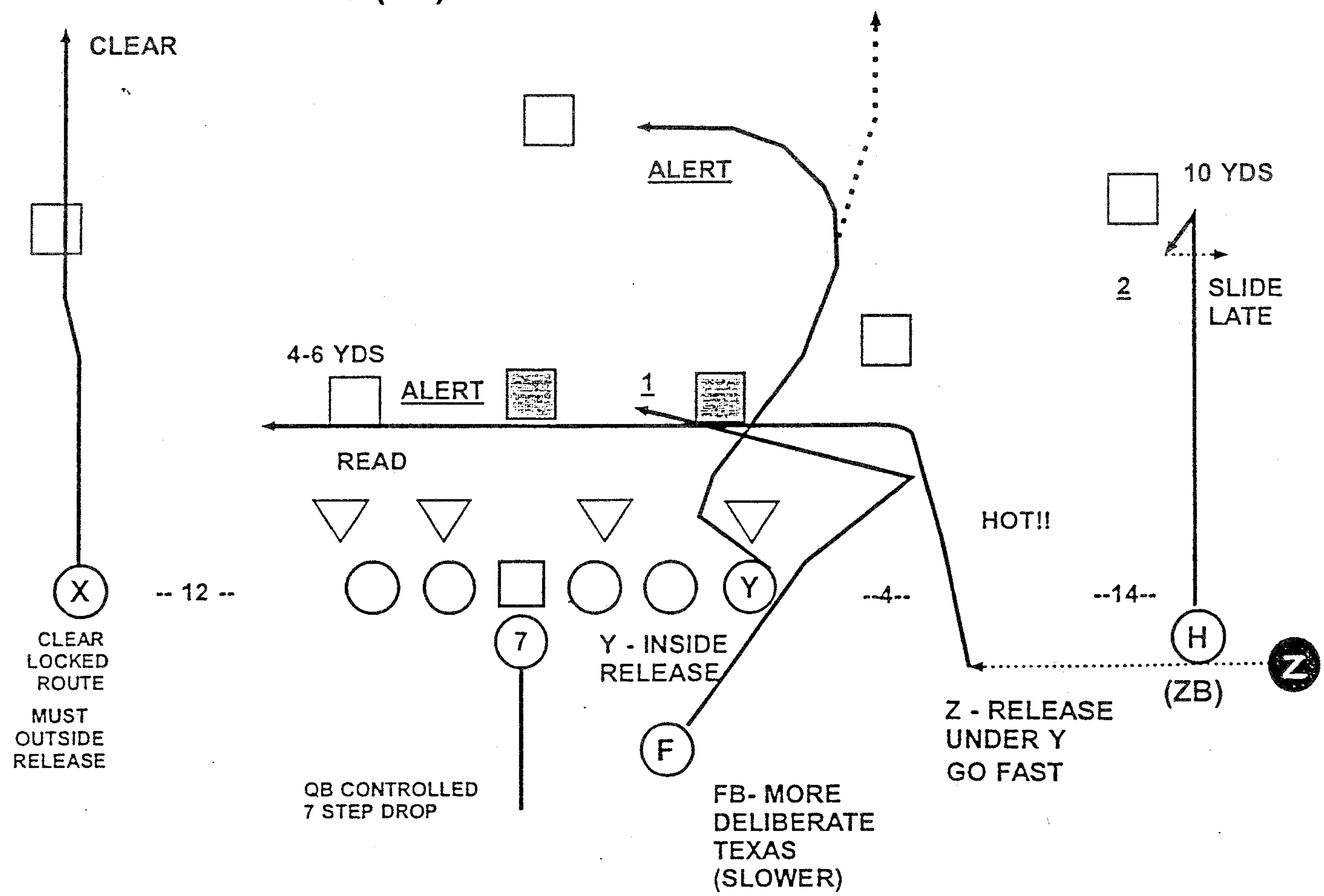
Quick out 2 yds.



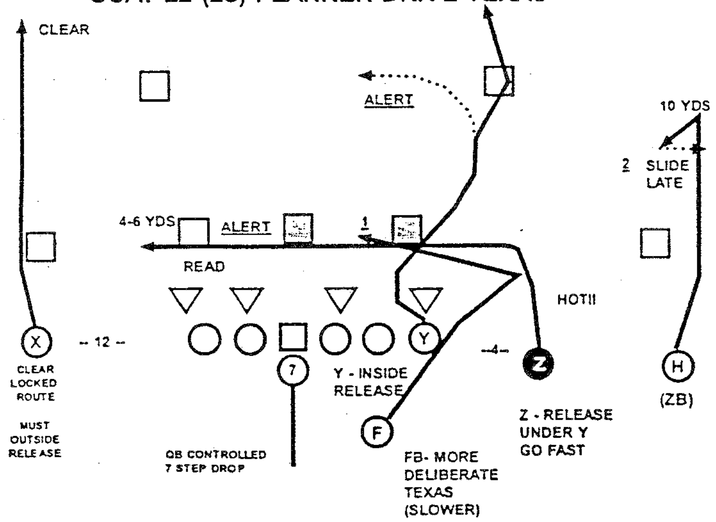
EMPTY RIGHT (LEFT) SLOT (TREY) SCAT 322 (323) Y STICK LION



TREY RIGHT (LEFT) ZIP <ZEB>
SCAT 22 (23) FLANKER DRIVE TEXAS

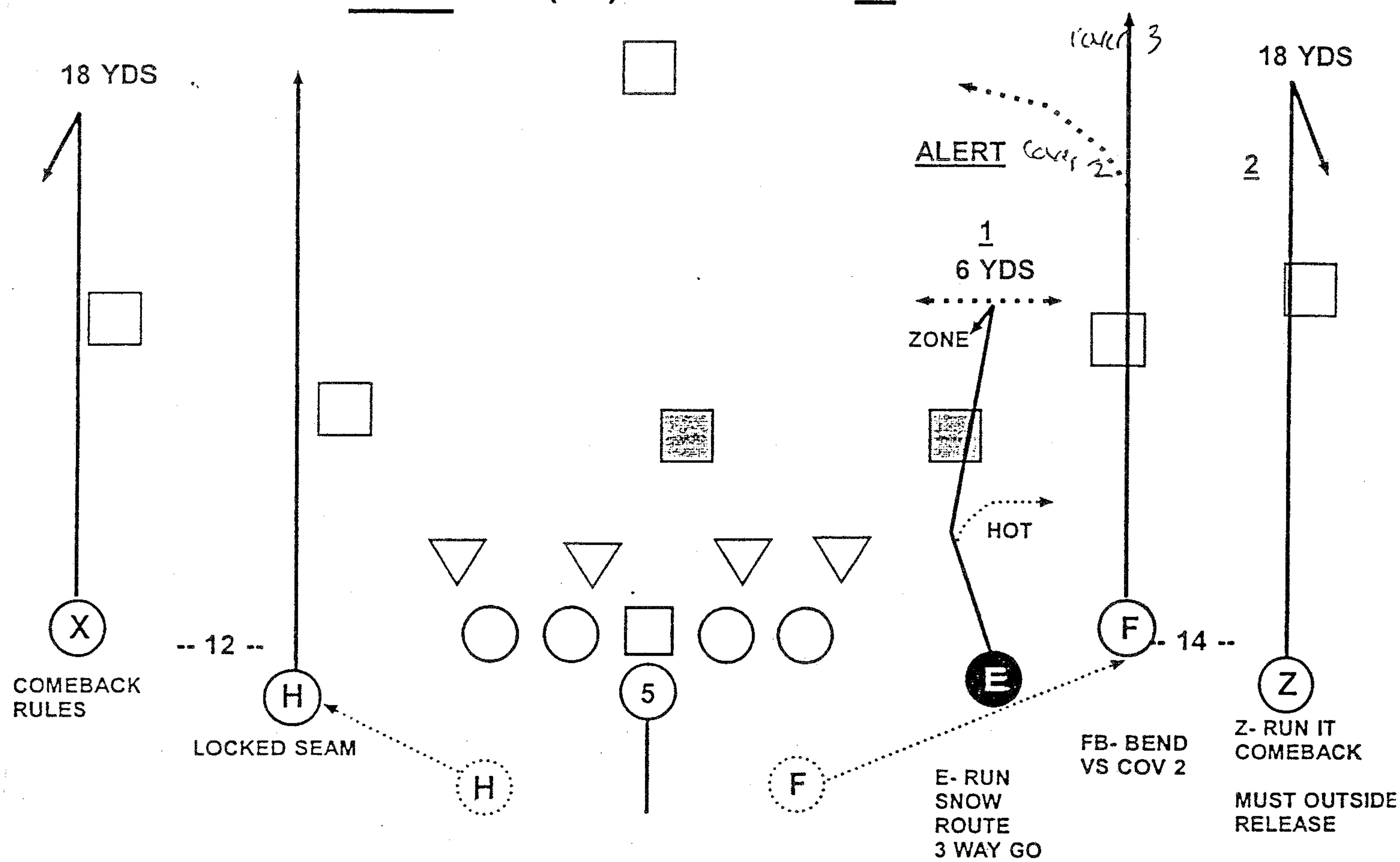


TREY RIGHT (LEFT) <ZEB>
SCAT 22 (23) FLANKER DRIVE TEXAS

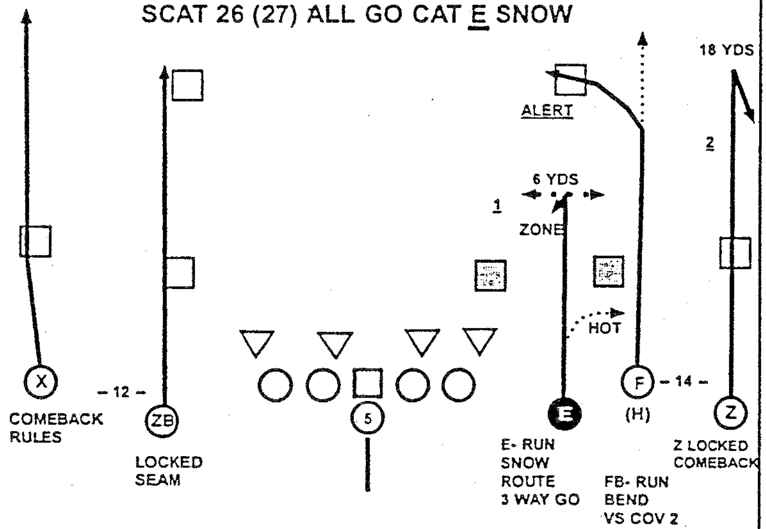


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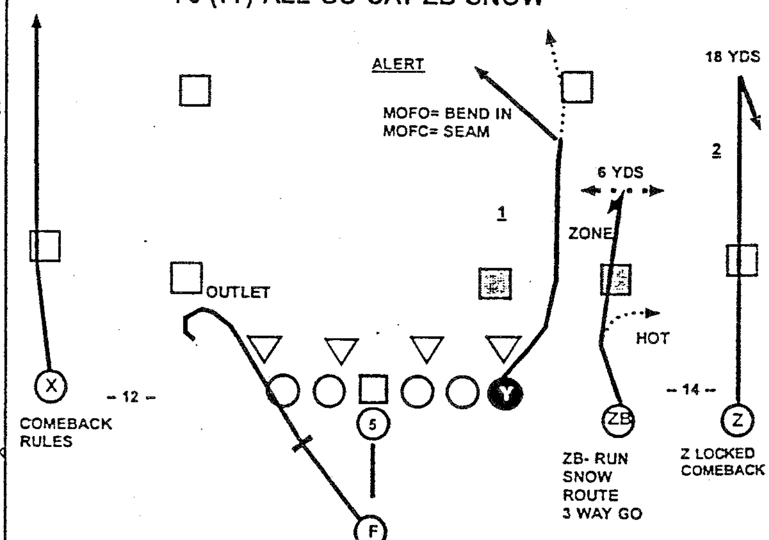
EMPTY RIGHT (LEFT) <EAGLE> (EXPLODE)
SCAT 26 (27) ALL GO CAT E SNOW



EMPTY RIGHT (LEFT) <4W>
SCAT 26 (27) ALL GO CAT E SNOW

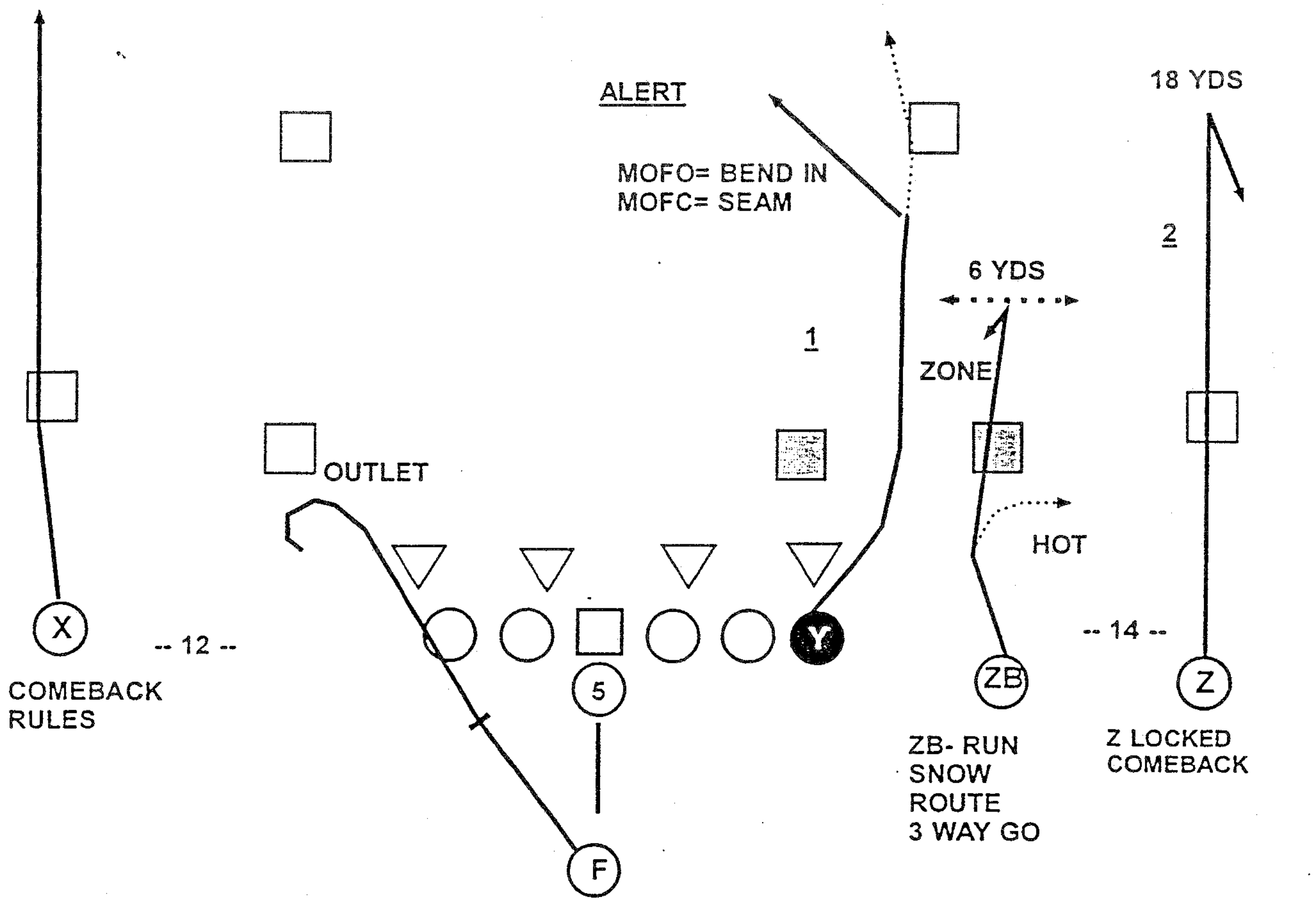


TRIP RIGHT (LEFT) <ZEB>
76 (77) ALL GO CAT ZB SNOW



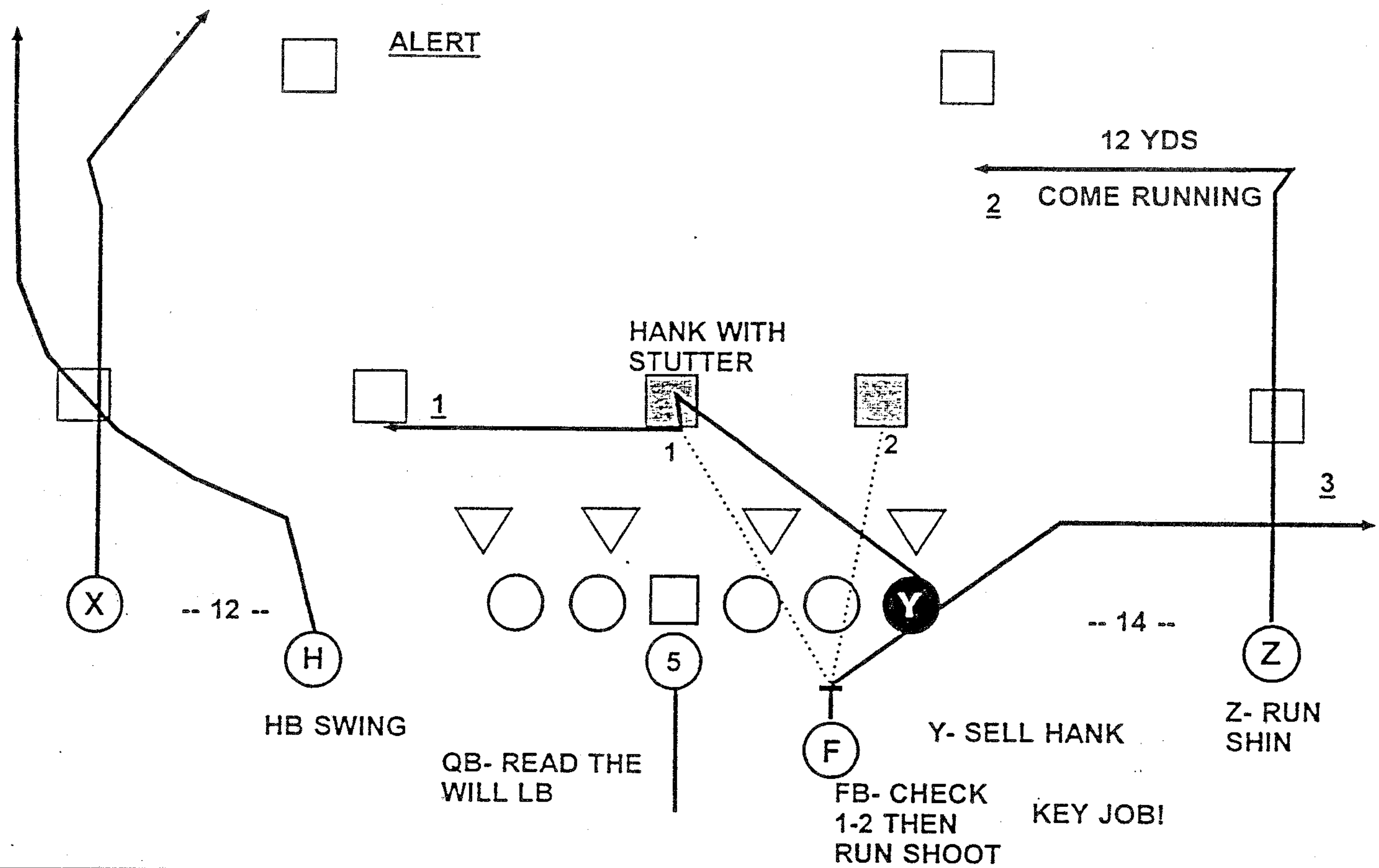
NOTES:

TRIP RIGHT (LEFT) <ZEB> <4W>
76 (77) ALL GO CAT ZB SNOW

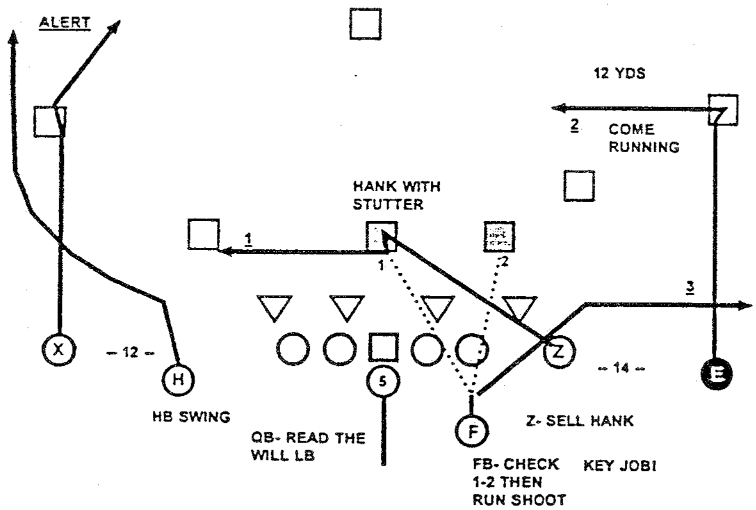


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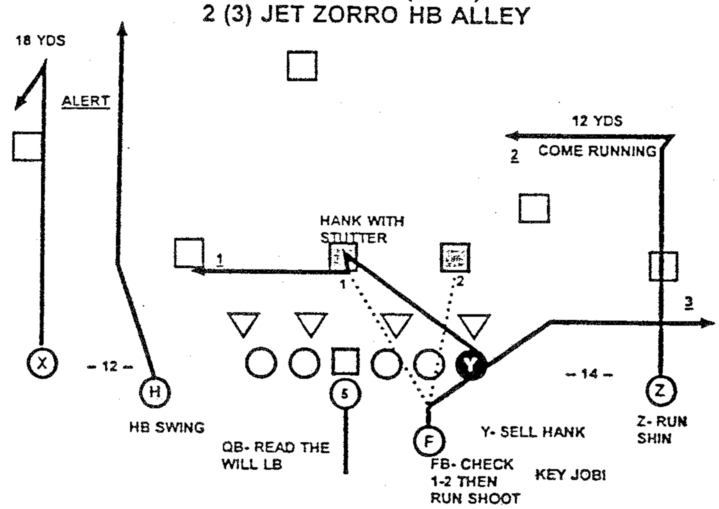
WIDE RIGHT (LEFT)
2 (3) JET ZORRO HB SWING



WIDE RIGHT (LEFT) OUTSIDE <E>
2 (3) JET Z ZORRO

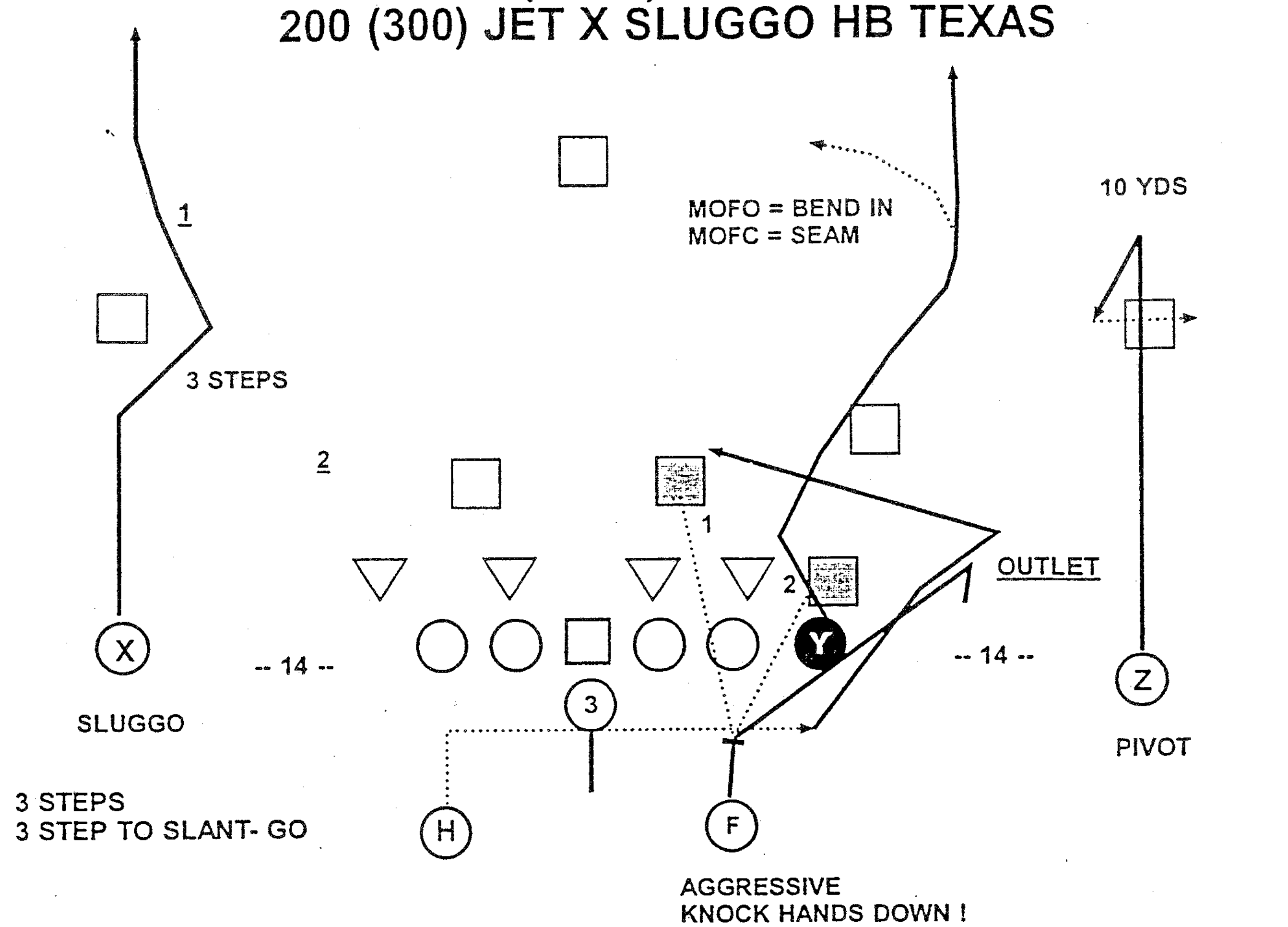


WIDE RIGHT (LEFT)
2 (3) JET ZORRO HB ALLEY



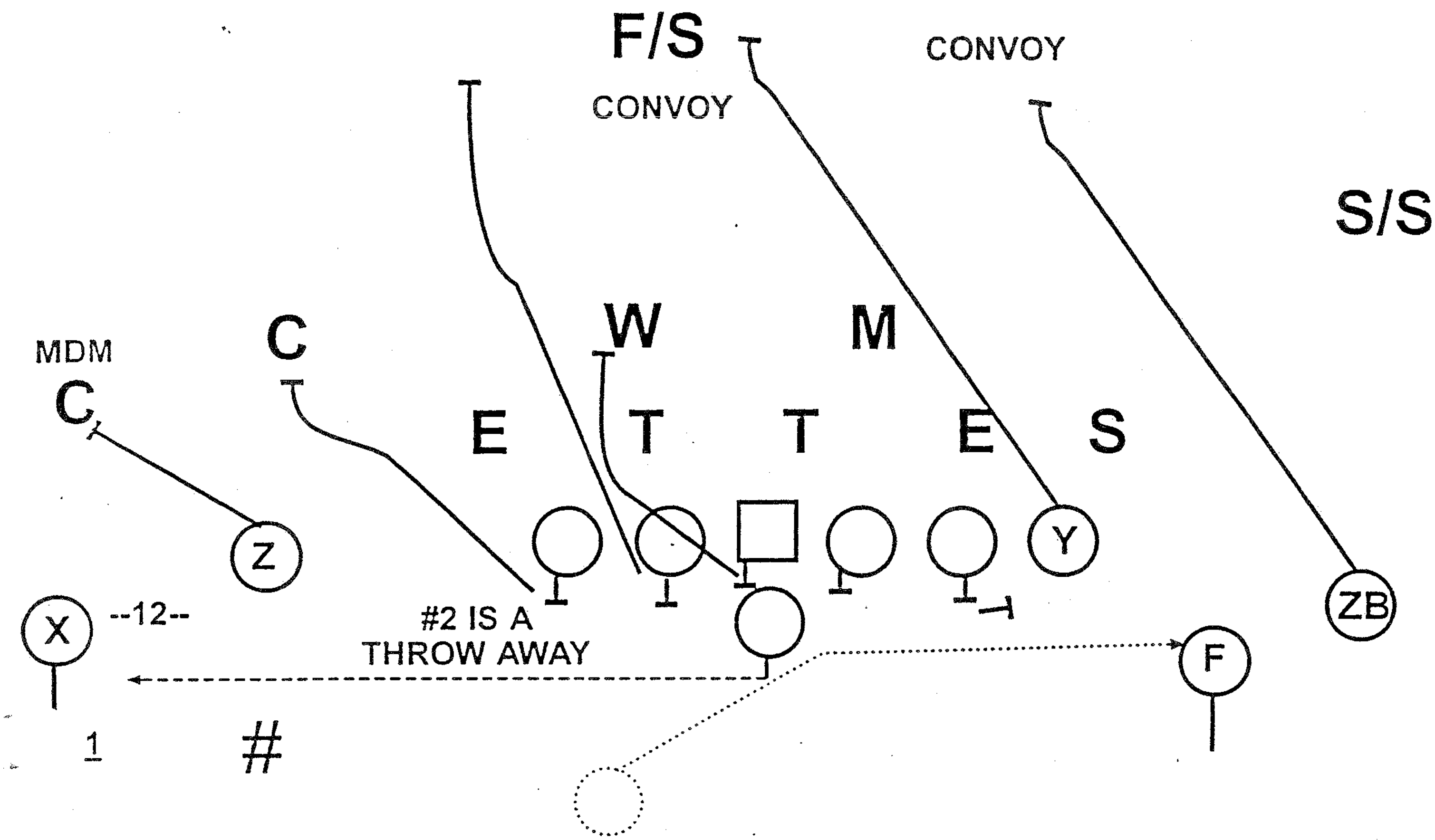
NOTES:

RED RIGHT (LEFT) A RIGHT (C LEFT) 200 (300) JET X SLUGGO HB TEXAS

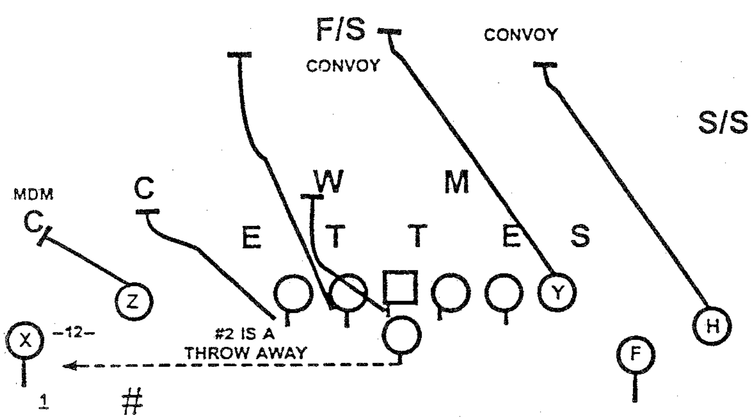


NOTES:

TRIP RIGHT (LEFT) SLOT A RIGHT (C LEFT) <ZEB>
SCAT 322 (323) SLIP LEFT (RIGHT) TO X

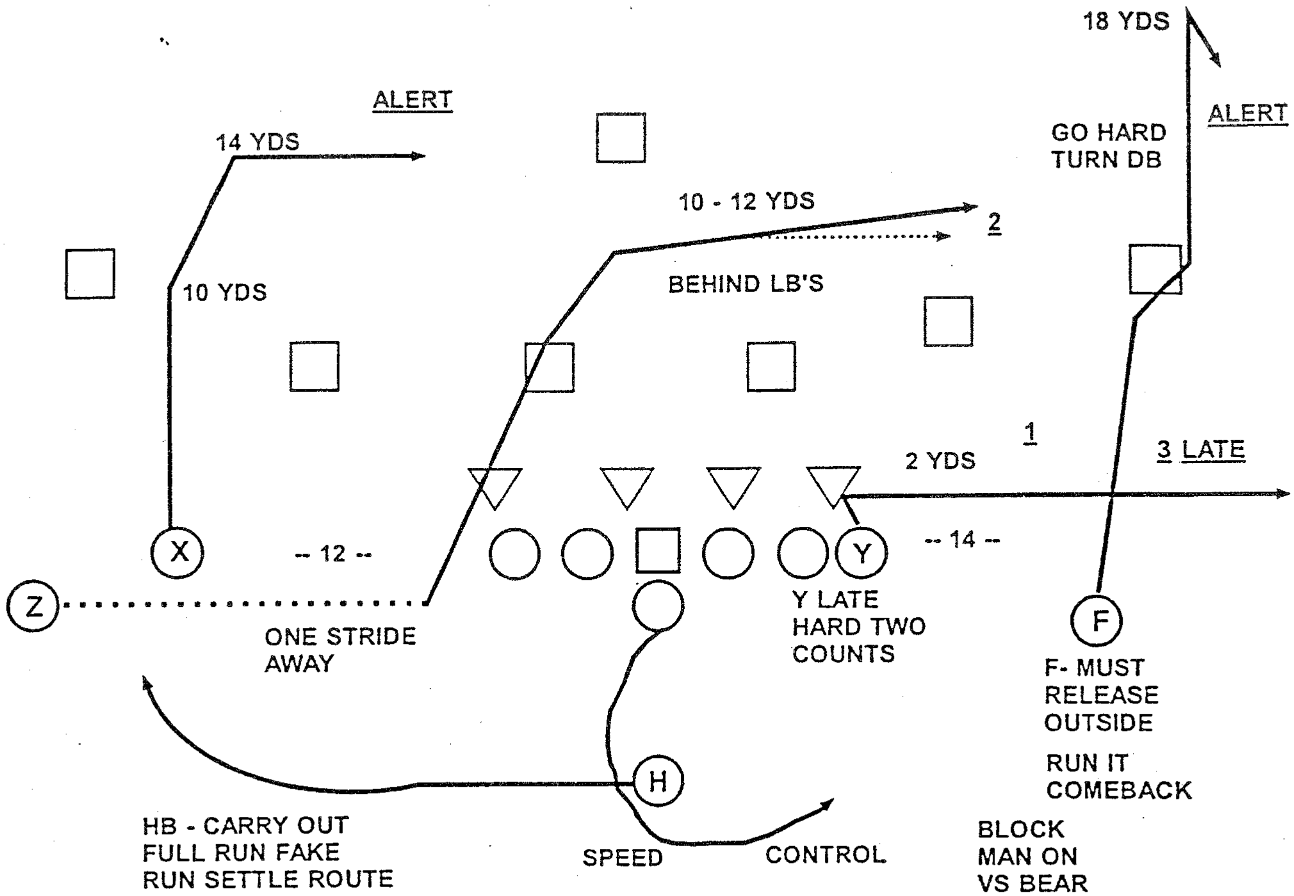


EMPTY RIGHT (LEFT) SLOT TREY (EXPLODE) <4W>
SCAT 322 (323) SLIP LEFT (RIGHT) TO X

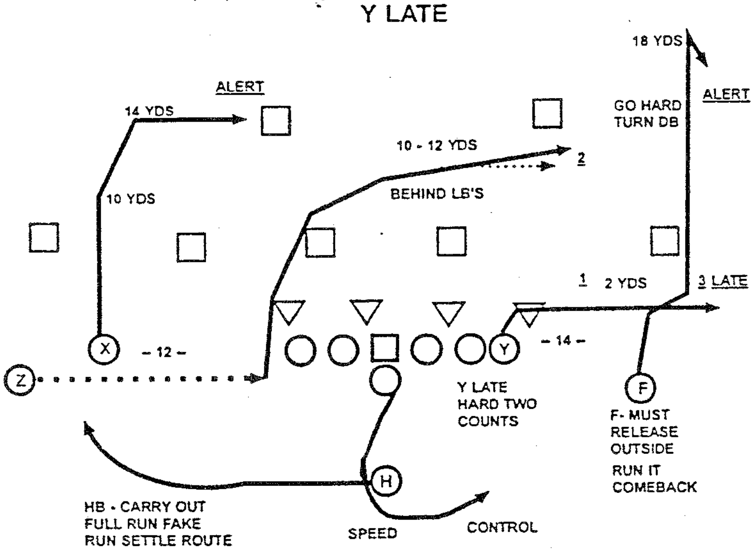


NOTES:

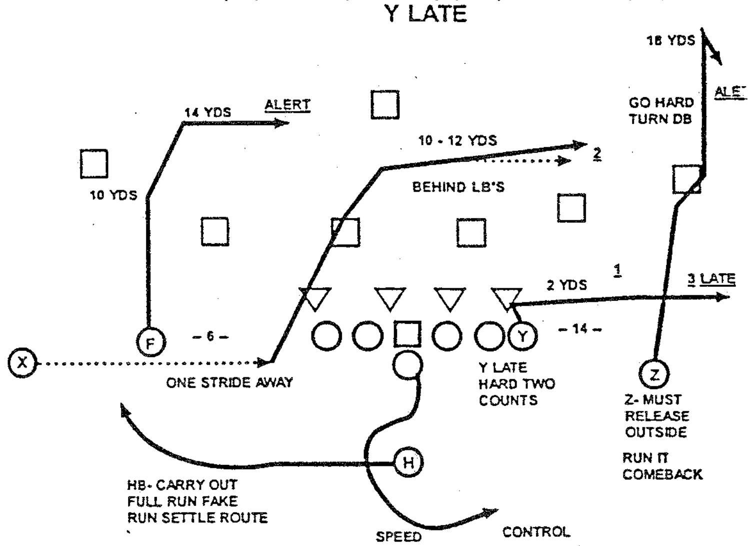
ZIP F TRIP RIGHT (LEFT) SLOT
19 (18) TOSS (CRACK) (QB) KEEP RT (LT)
Y LATE



ZIP F TRIP RIGHT (LEFT) SLOT
19 (18) TOSS (CRACK) (QB) KEEP RT (LT)
Y LATE

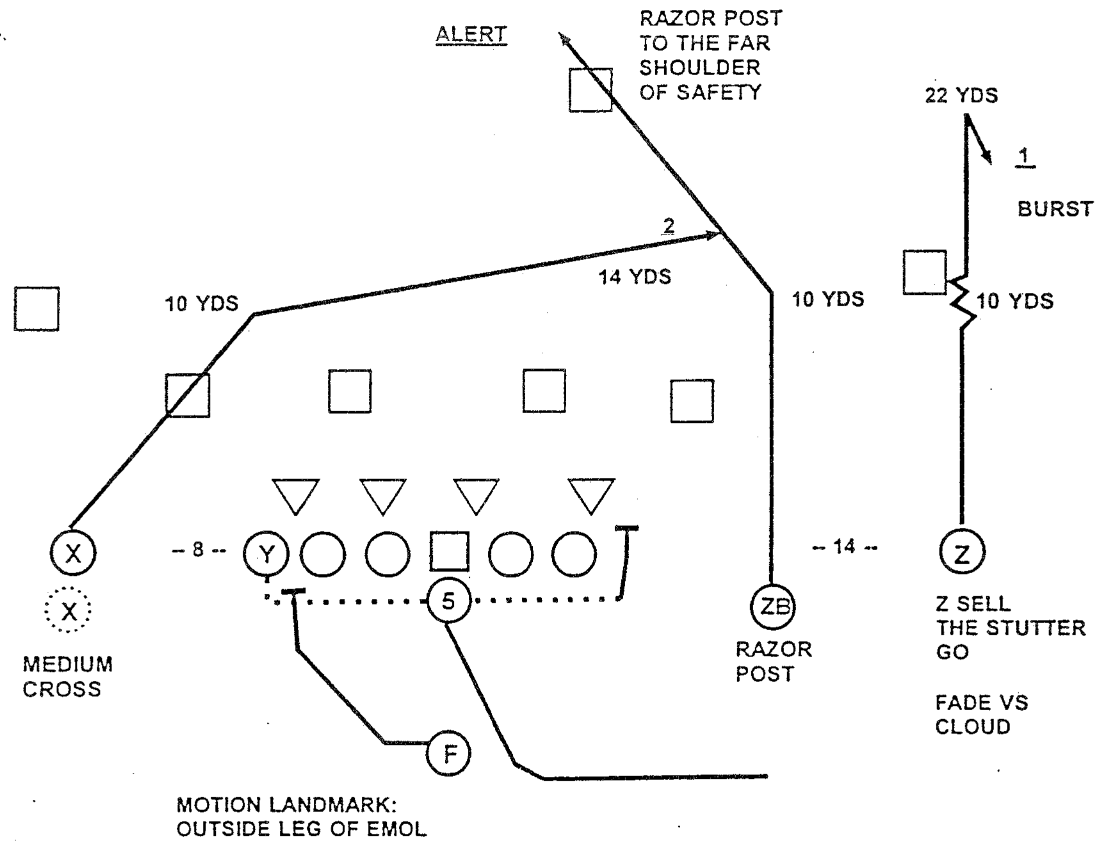


F WIDE RIGHT (LEFT) X SHORT
19 (18) TOSS (CRACK) (QB) KEEP RT (LT)
Y LATE

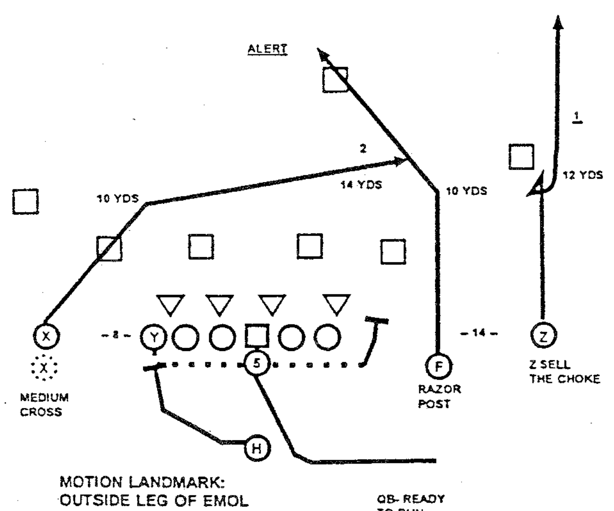


NOTES:

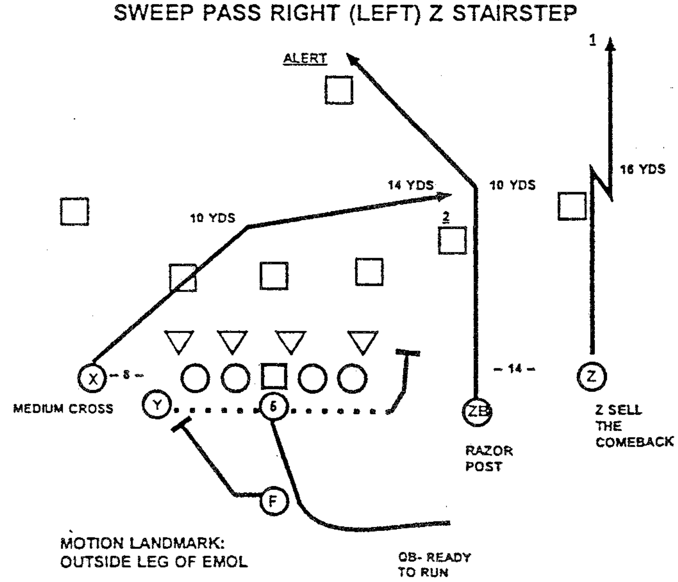
TEAR (F) TRIP RIGHT (LEFT) <ZEBRA>
SWEEP PASS RIGHT (LEFT) Z STUTTER COMEBACK



TEAR F TRIP RIGHT (LEFT)
SWEEP PASS RIGHT (LEFT) Z CHOKE & GO



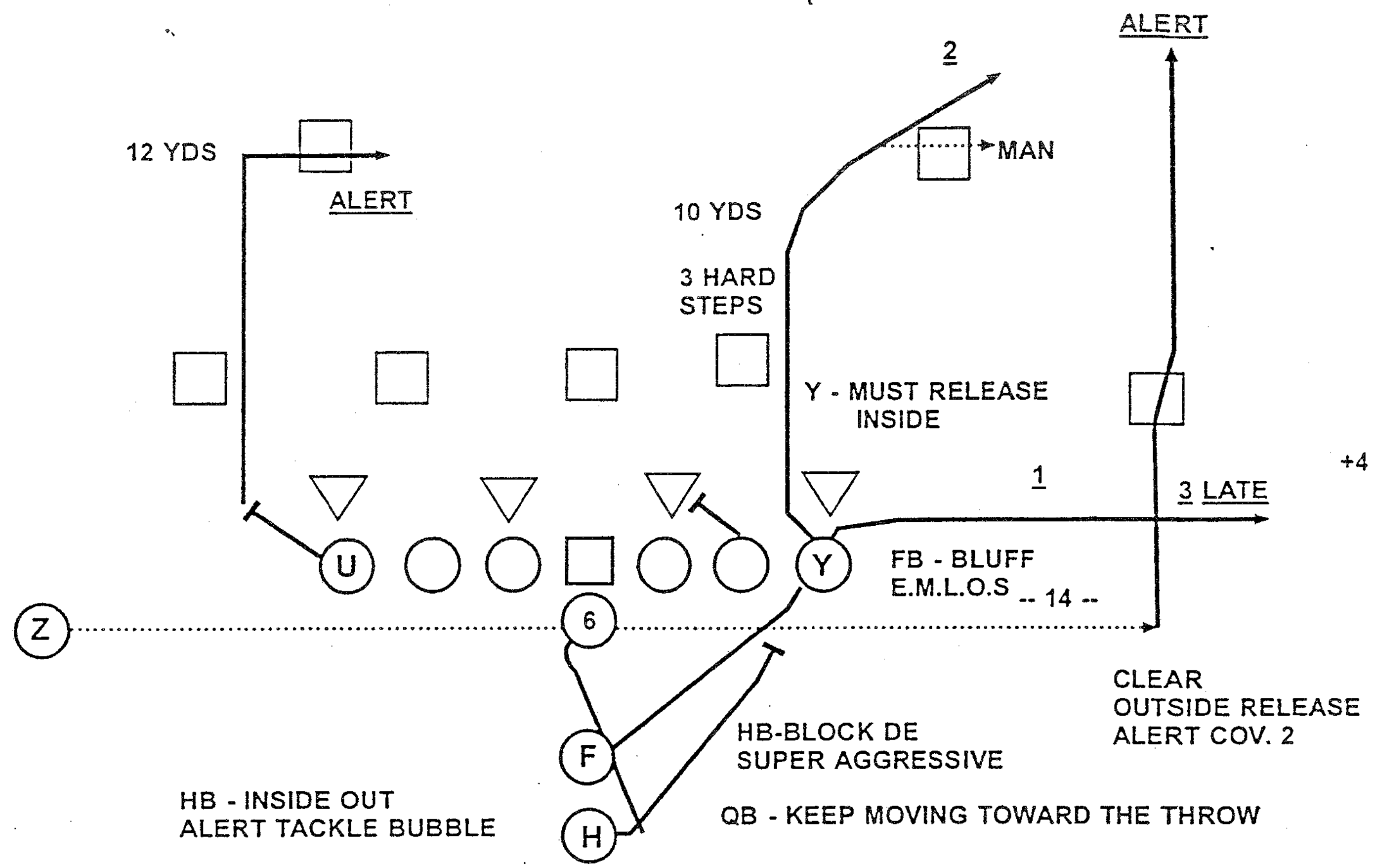
TEAR (F) TRIP RIGHT (LEFT)
SWEEP PASS RIGHT (LEFT) Z STAIRSTEP



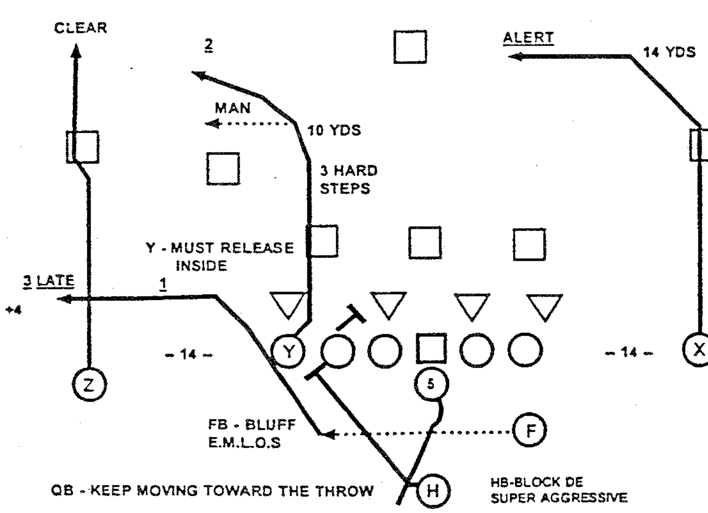
NOTES:

ZOOM GREEN RIGHT (LEFT) <U>
HORSE 2 (3) SPYDER Y BANANA

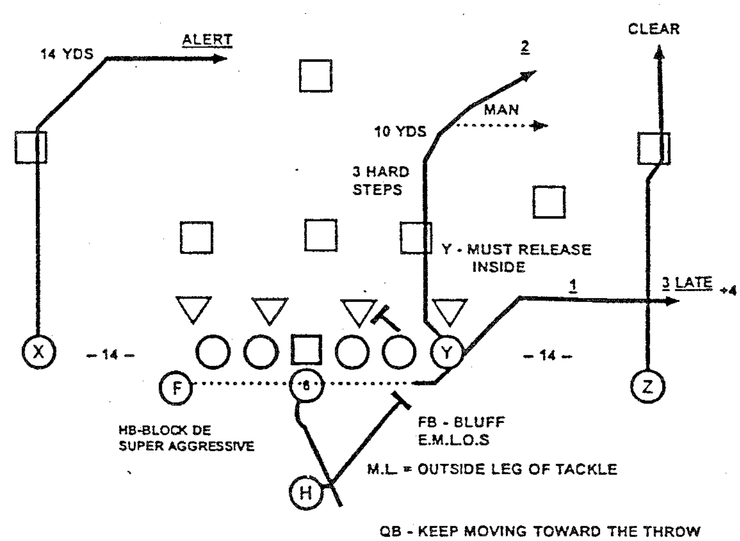
↳ Bluff Eot & run a shoot



QUEEN LEFT (RIGHT) FUZZ
HORSE 3 (2) SPYDER Y BANANA



UNDER RIGHT (LEFT) F RIGHT
HORSE 2 (3) SPYDER Y BANANA

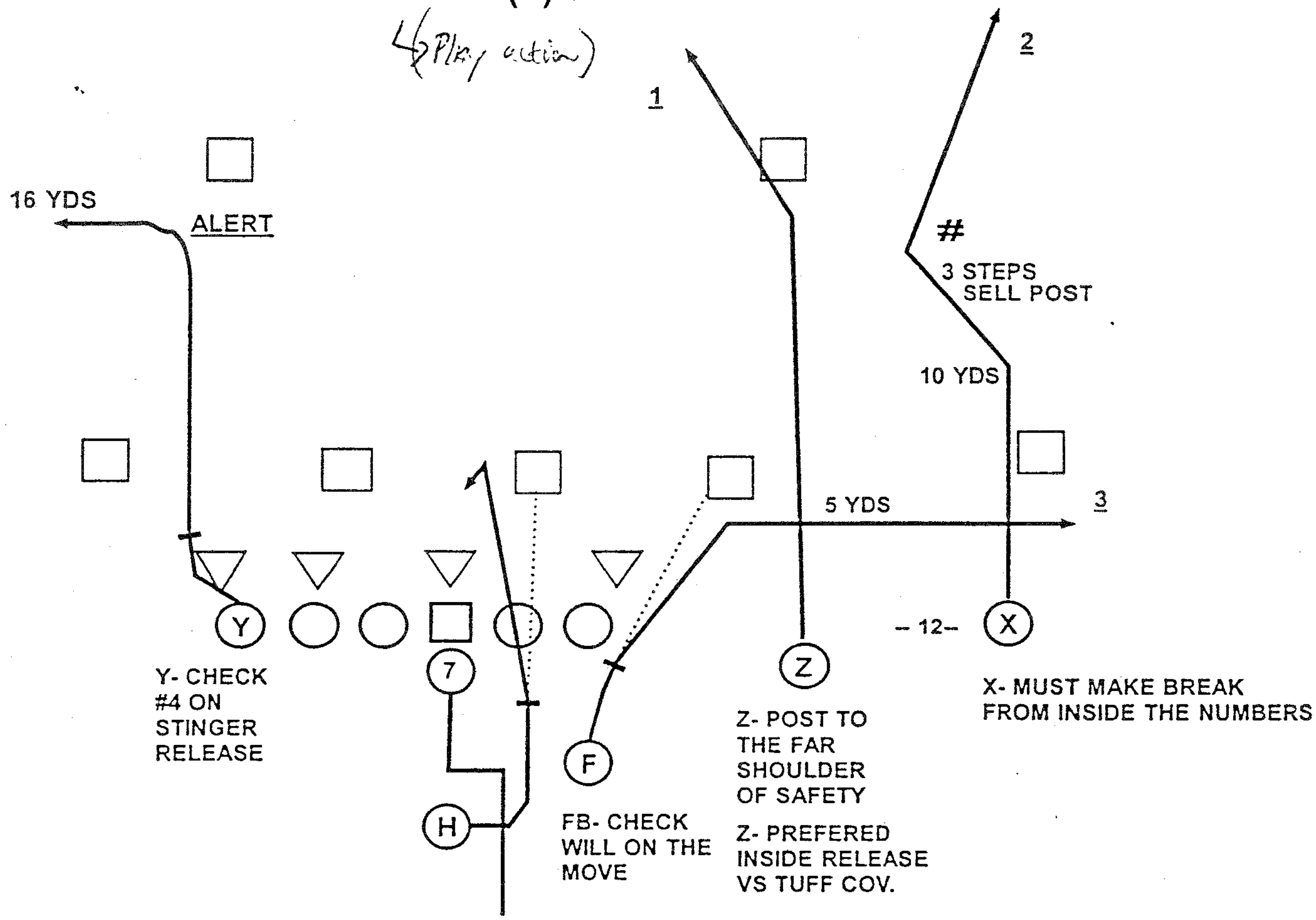


NOTES:

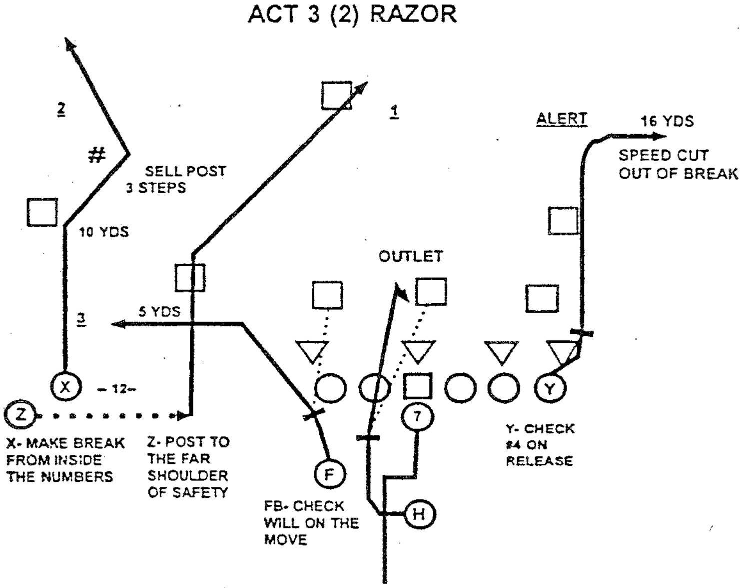
QUEEN LEFT (RIGHT) SLOT
ACT 2 (3) RAZOR

✓ the will, run shot

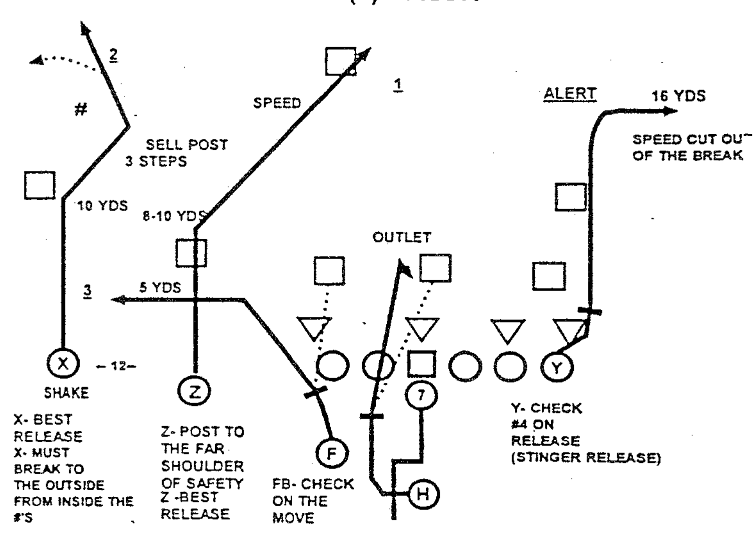
(Play action)



ZIP QUEEN RIGHT (LEFT) SLOT
ACT 3 (2) RAZOR



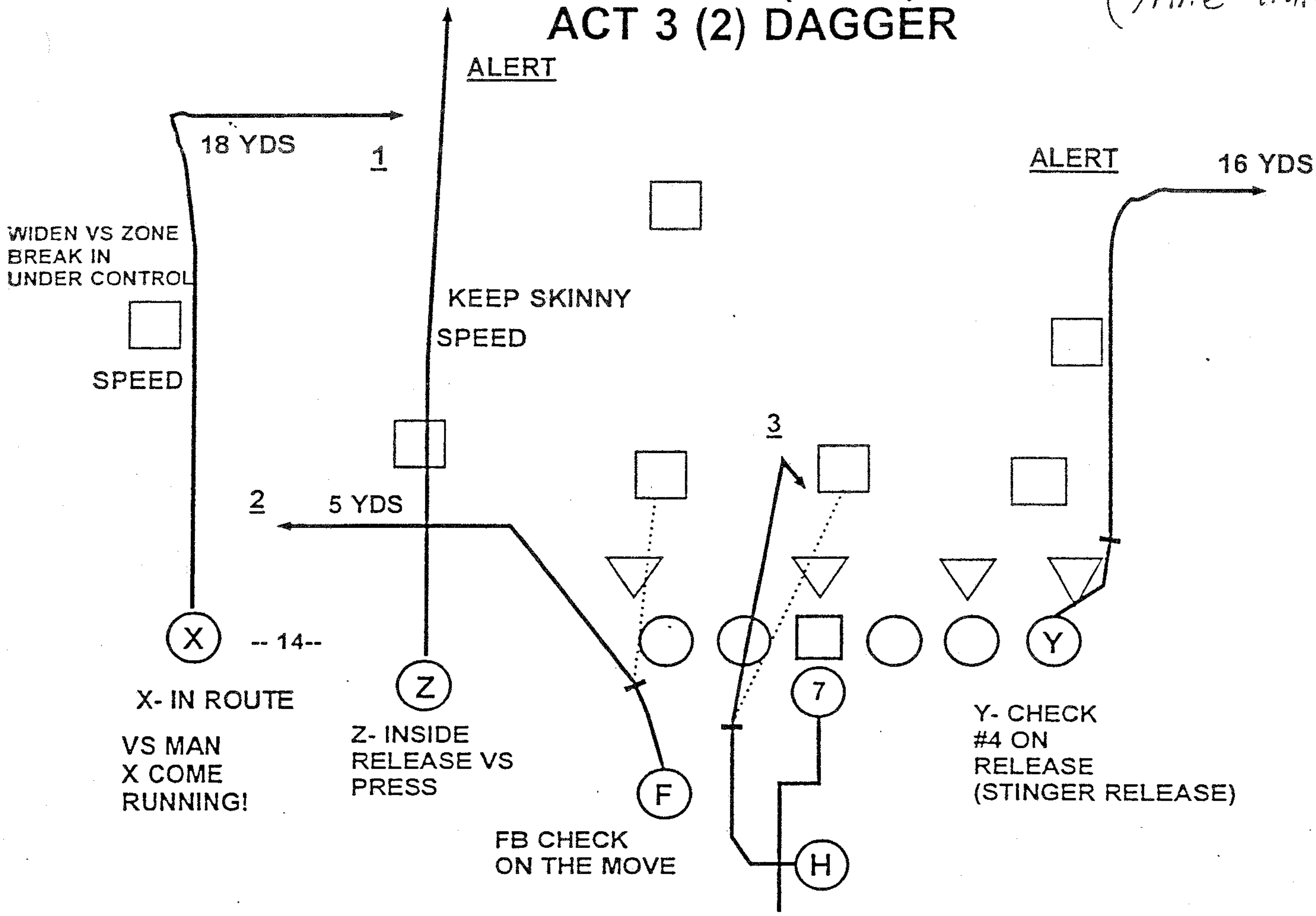
QUEEN RIGHT (LEFT) SLOT
ACT 3 (2) RAZOR



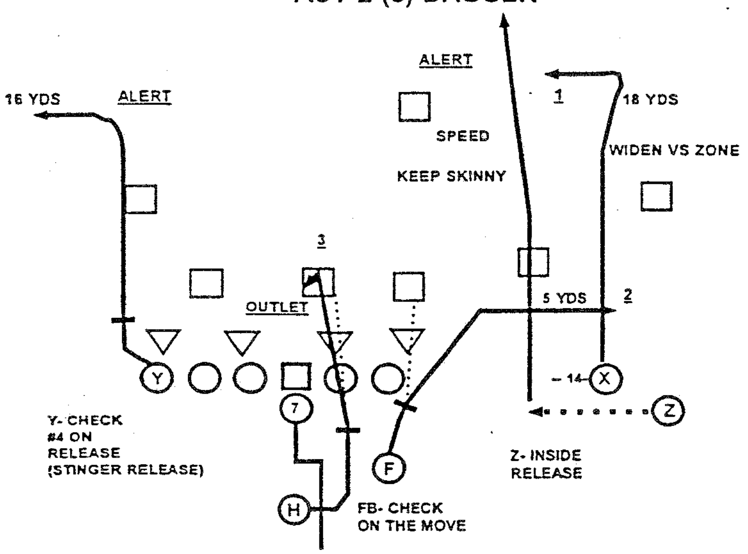
NOTES:

QUEEN RIGHT (LEFT) SLOT ACT 3 (2) DAGGER

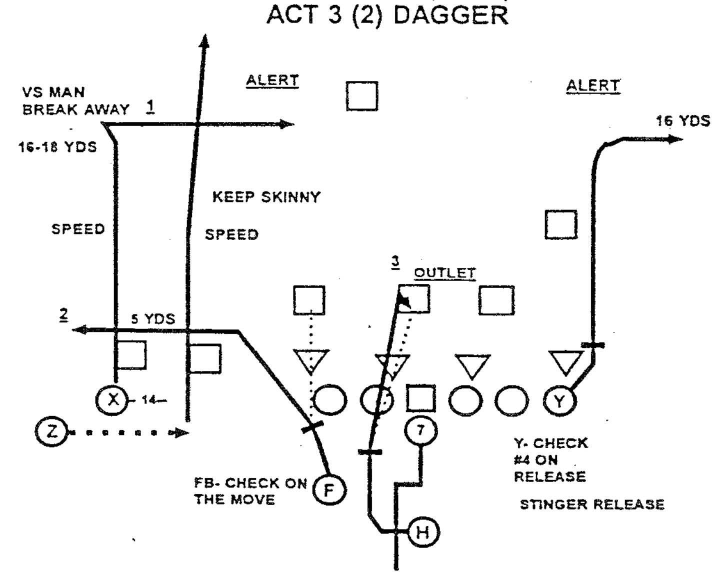
(same thing)



ZIP QUEEN LEFT (RIGHT) SLOT ACT 2 (3) DAGGER



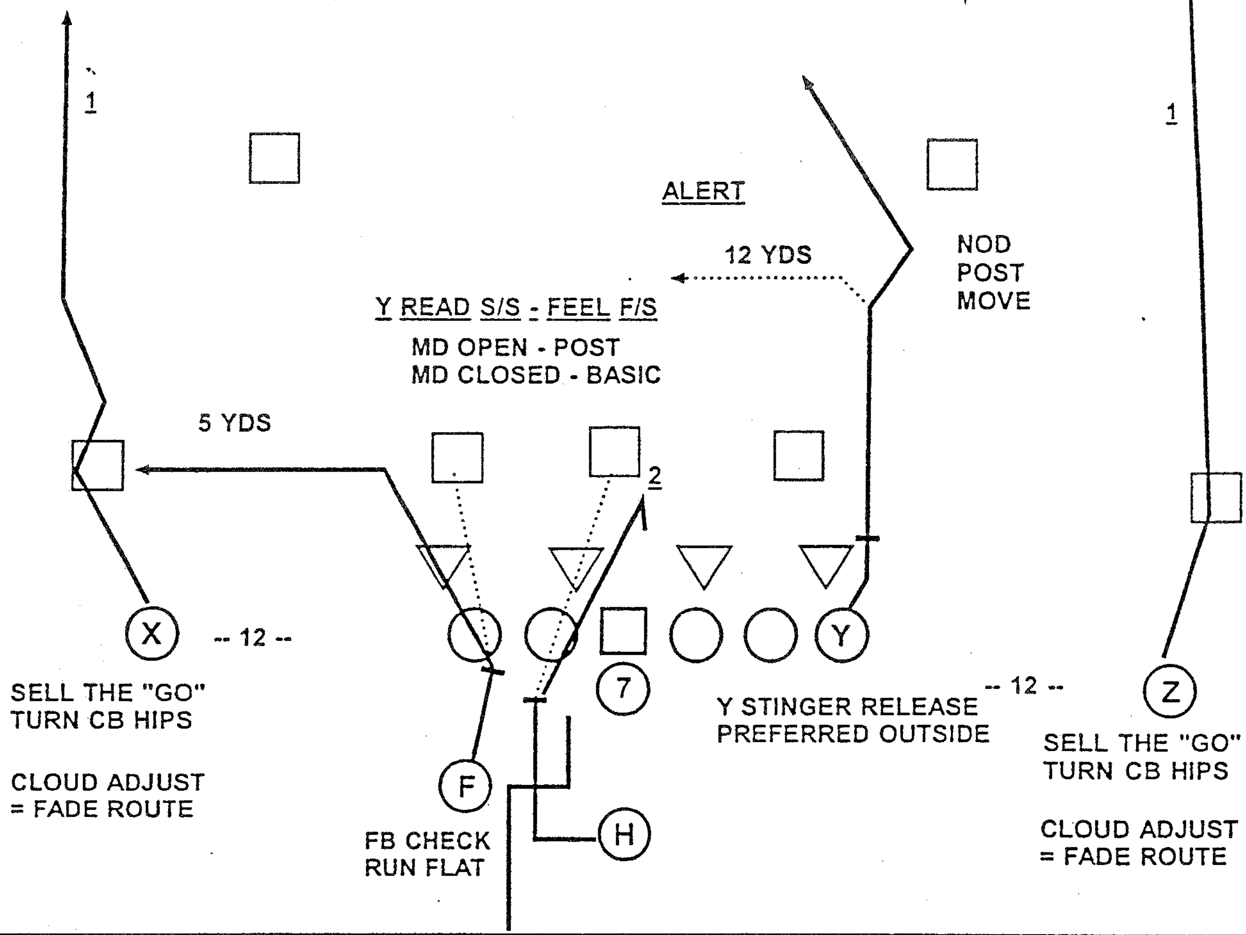
ZIP QUEEN RIGHT (LEFT) SLOT ACT 3 (2) DAGGER



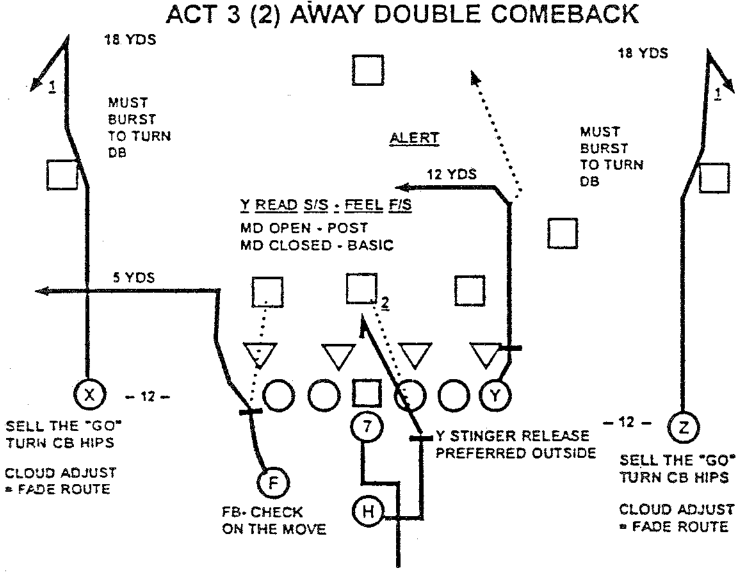
NOTES:

QUEEN RIGHT (LEFT)
ACT 3 (2) DOUBLE COMEBACK

(Same)

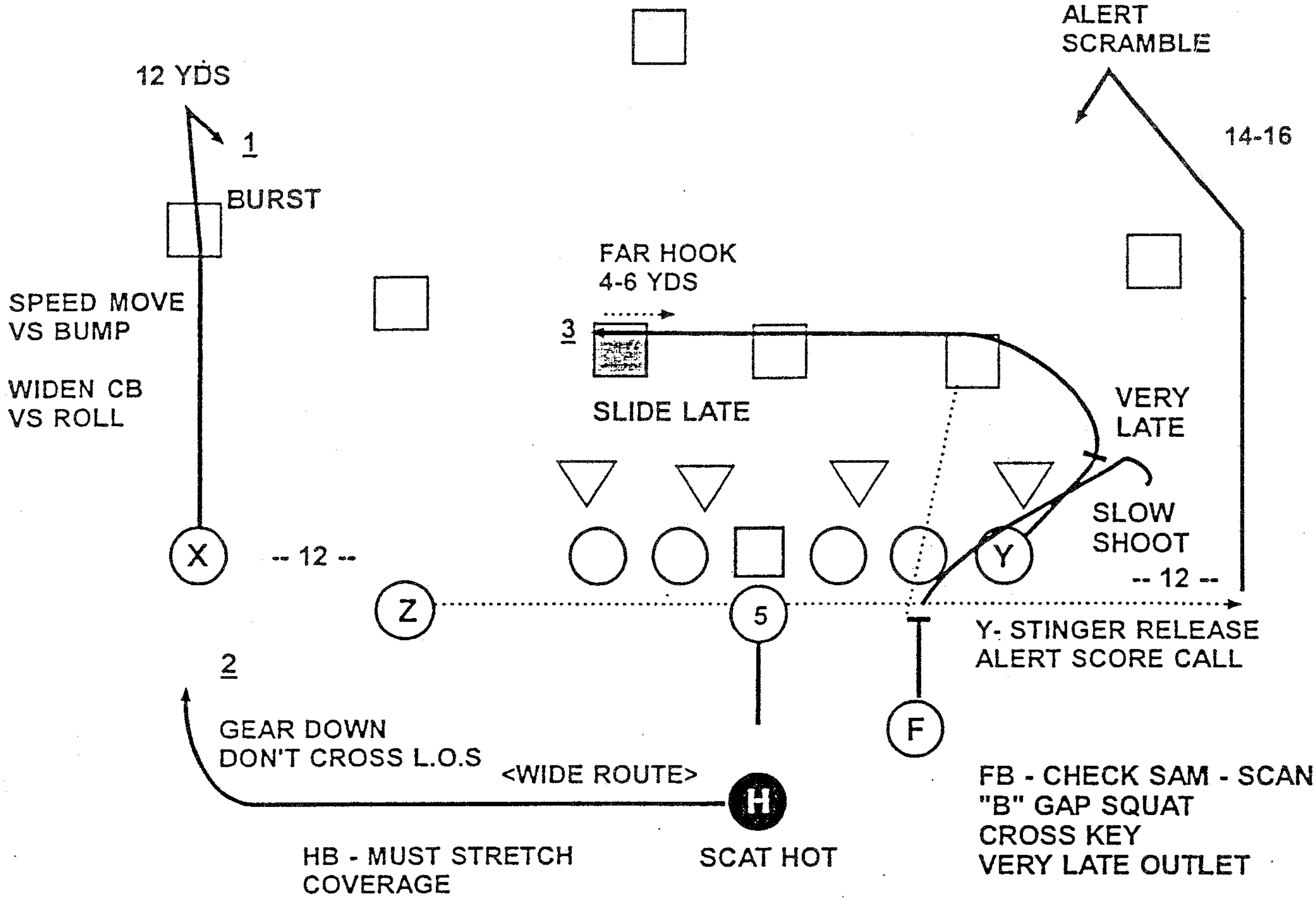


QUEEN RIGHT (LEFT)
ACT 3 (2) AWAY DOUBLE COMEBACK

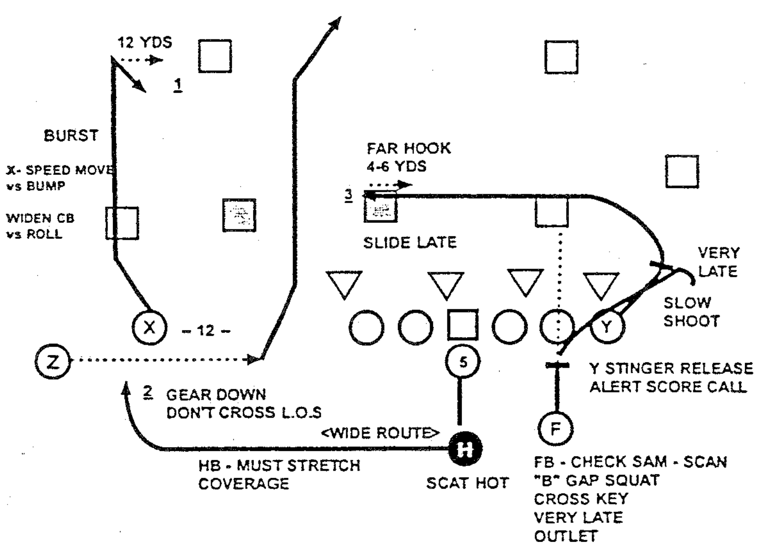


NOTES:

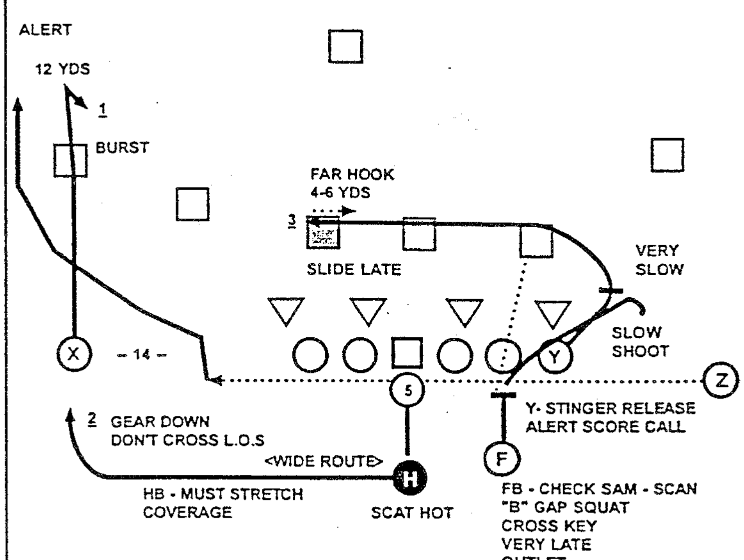
ZOOM KING RIGHT (LEFT) 20 (21) X HOOK



ZIP KING RIGHT (LEFT) SLOT (ZOOM) 20 (21) X HOOK Z POST

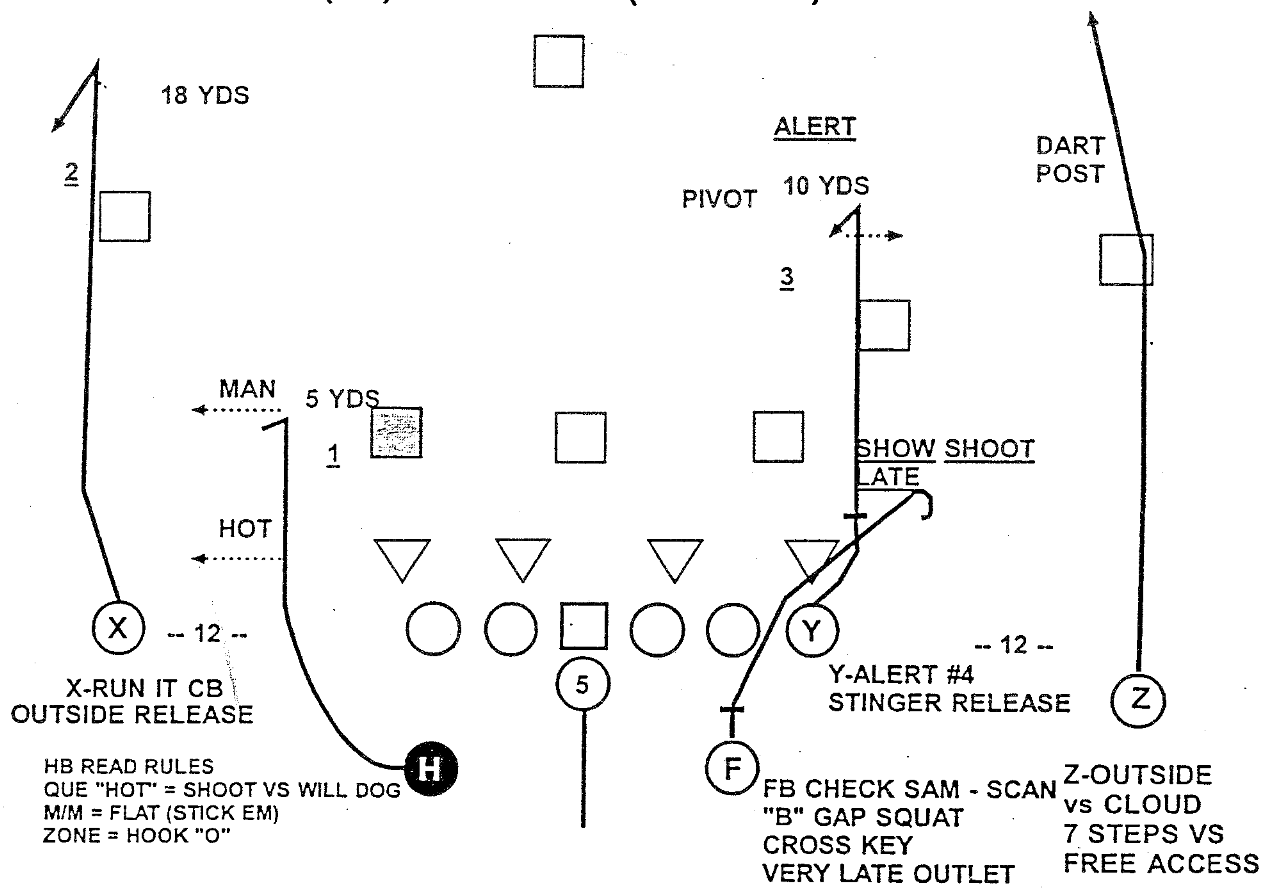


ZOOM KING RIGHT (LEFT) SLOT 20 (21) X HOOK Z SWING

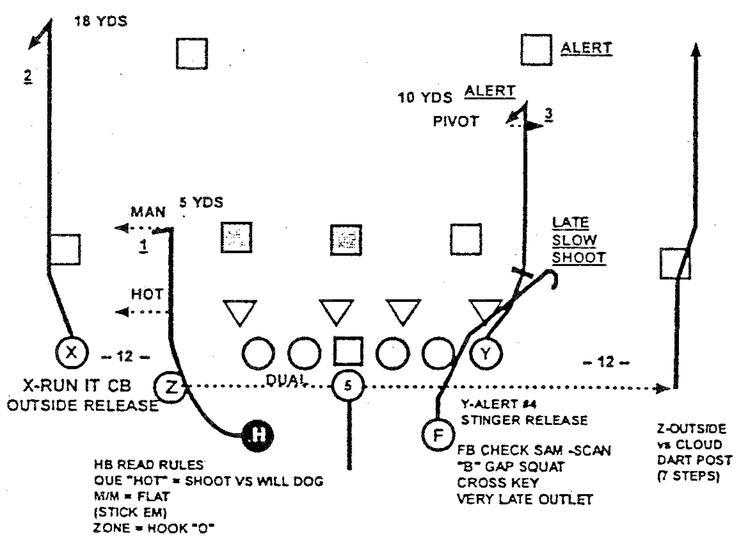


NOTES:

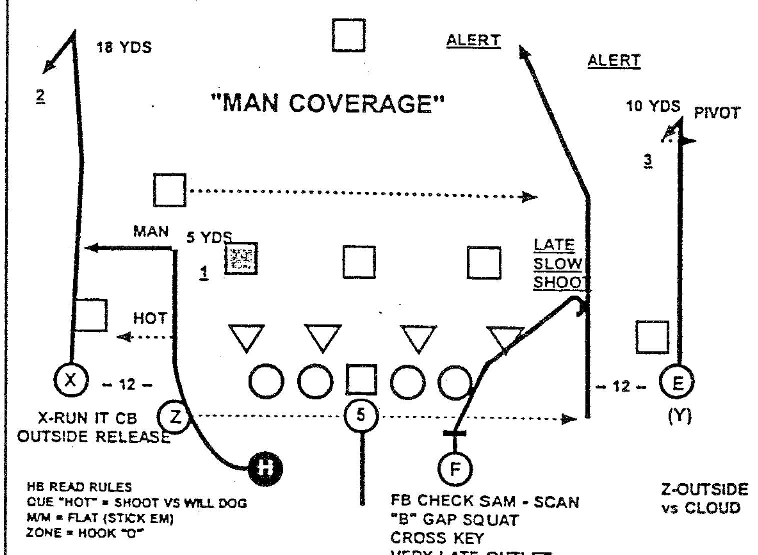
RED RIGHT (LEFT)
20 (21) HB READ (Y PIVOT)



ZOOM RED RIGHT (LEFT)
20 (21) HB READ (Y PIVOT)

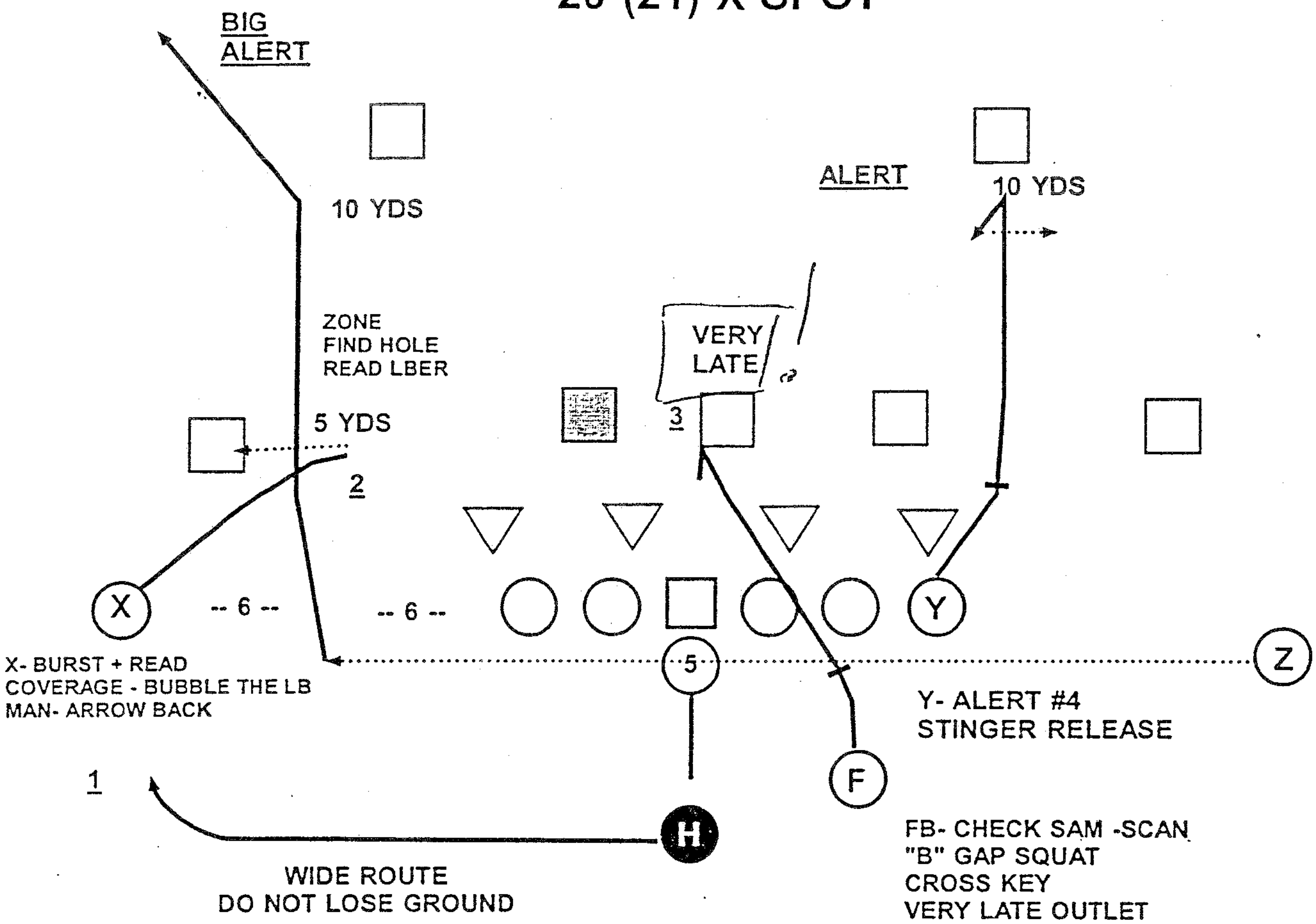


ZOOM RED RIGHT (LEFT) Y OUTSIDE <E>
20 (21) HB READ (Y PIVOT)



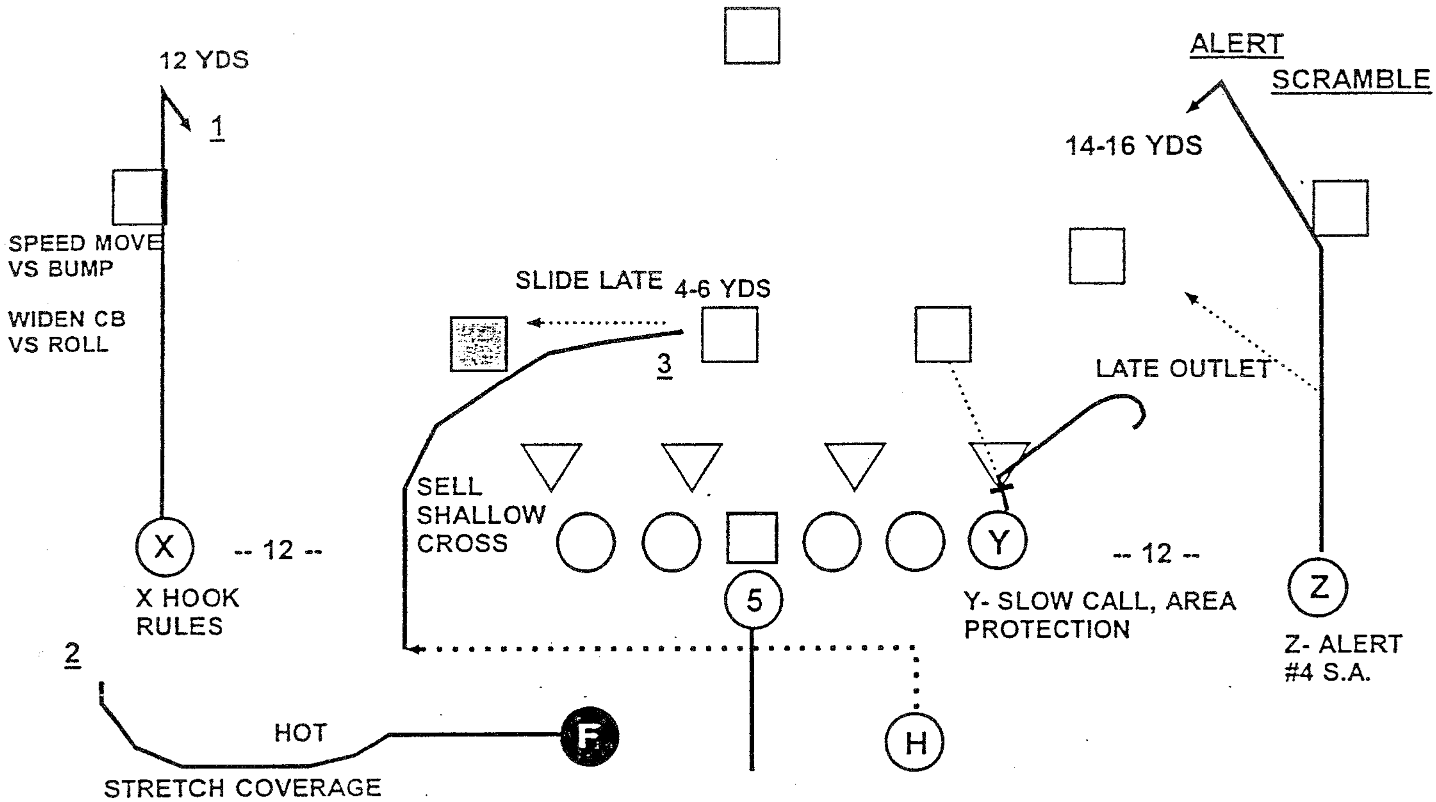
NOTES:

ZOOM KING RIGHT (LEFT) SLOT
20 (21) X SPOT

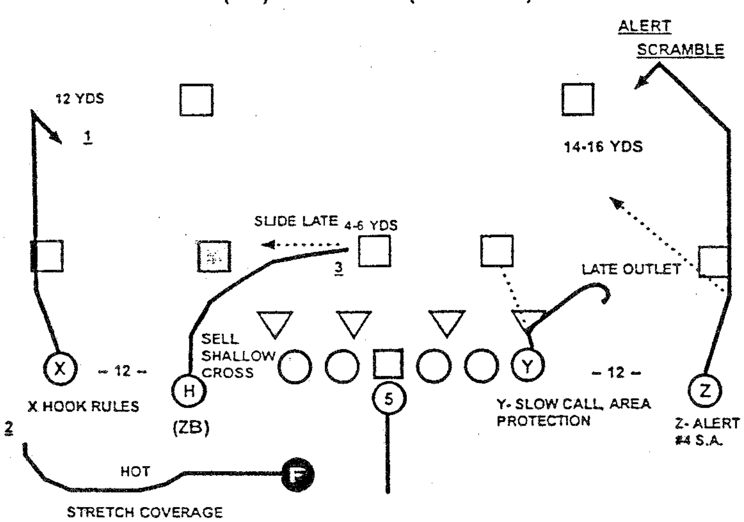


NOTES:

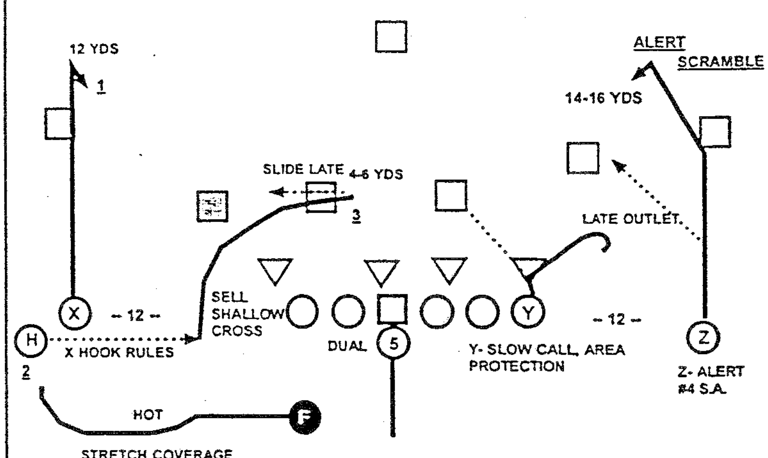
CHANGE RIGHT (LEFT) C LEFT (A RIGHT)
70 (71) FB WIDE (X HOOK)



WIDE RIGHT (LEFT) <ZEB>
70 (71) FB WIDE (X HOOK)

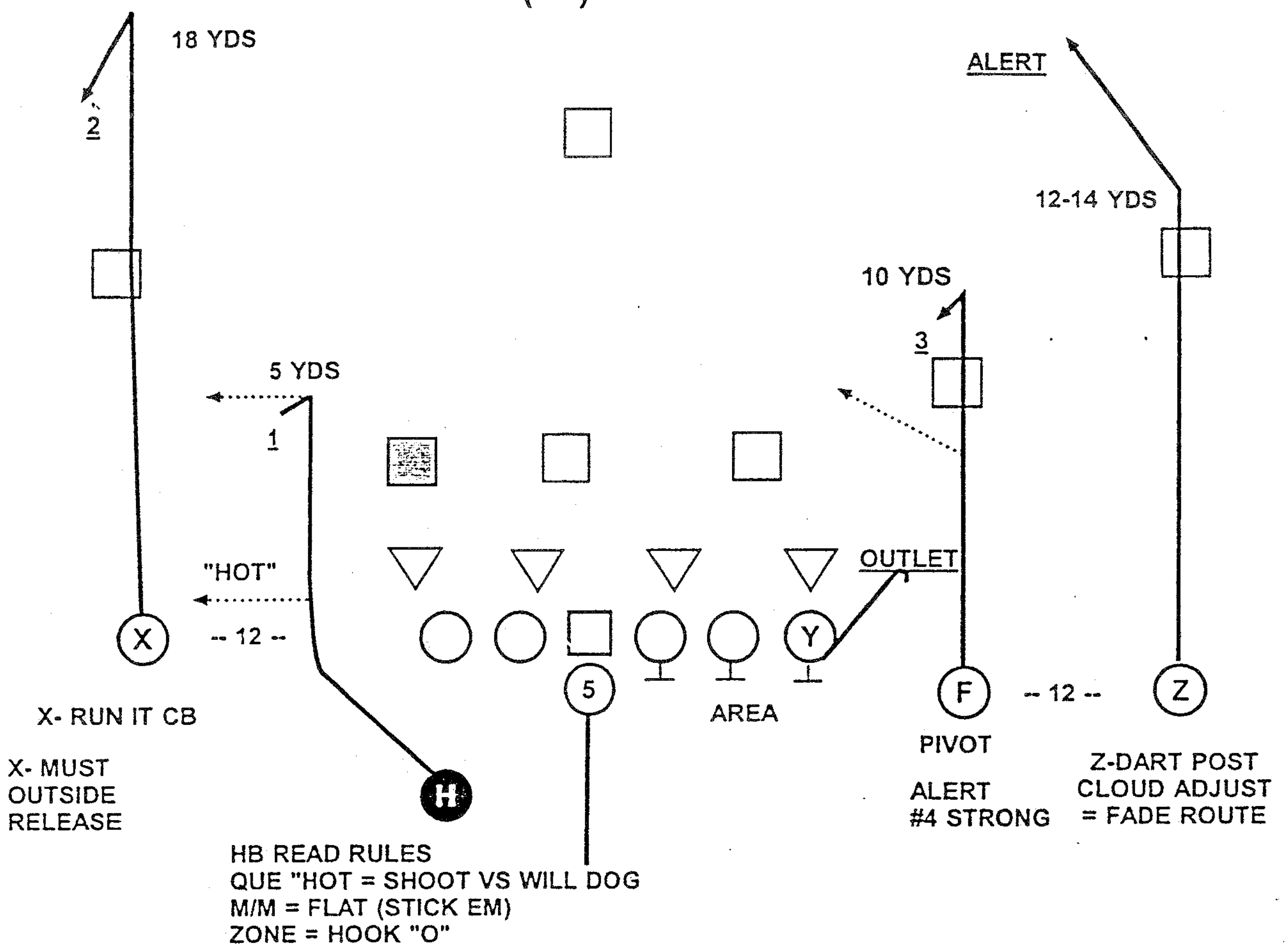


WIDER RIGHT (LEFT) H SHORT
70 (71) FB WIDE

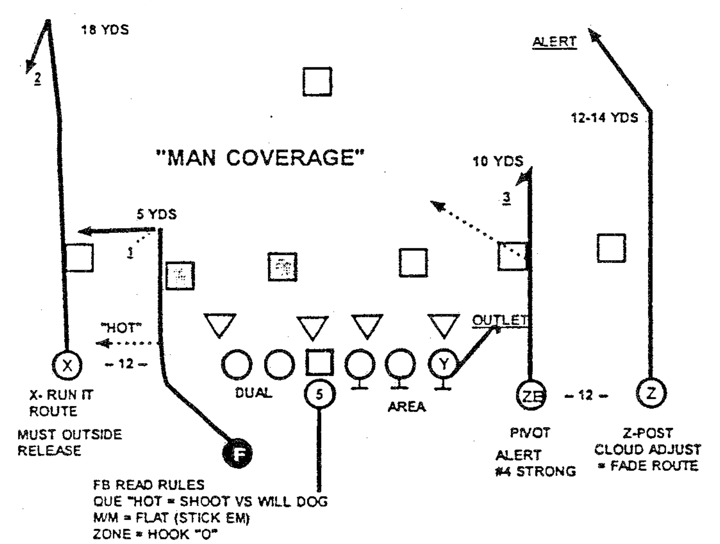


NOTES:

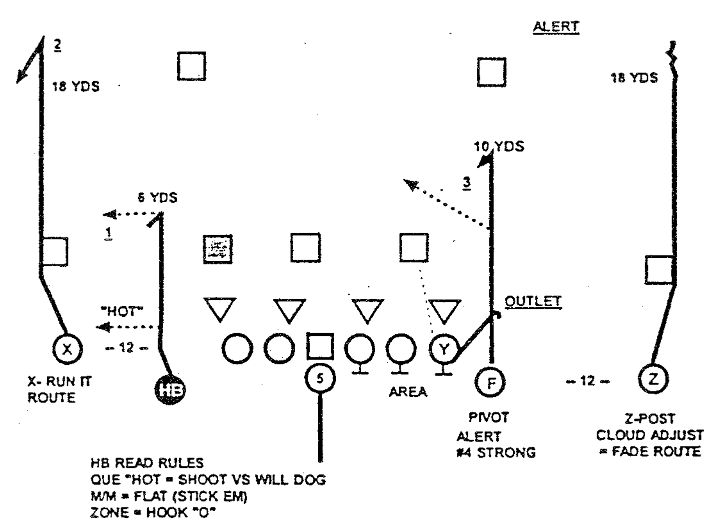
F TRIP RIGHT (LEFT)
70 (71) HB READ



TRIP RIGHT (LEFT) <ZEB>
70 (71) FB READ

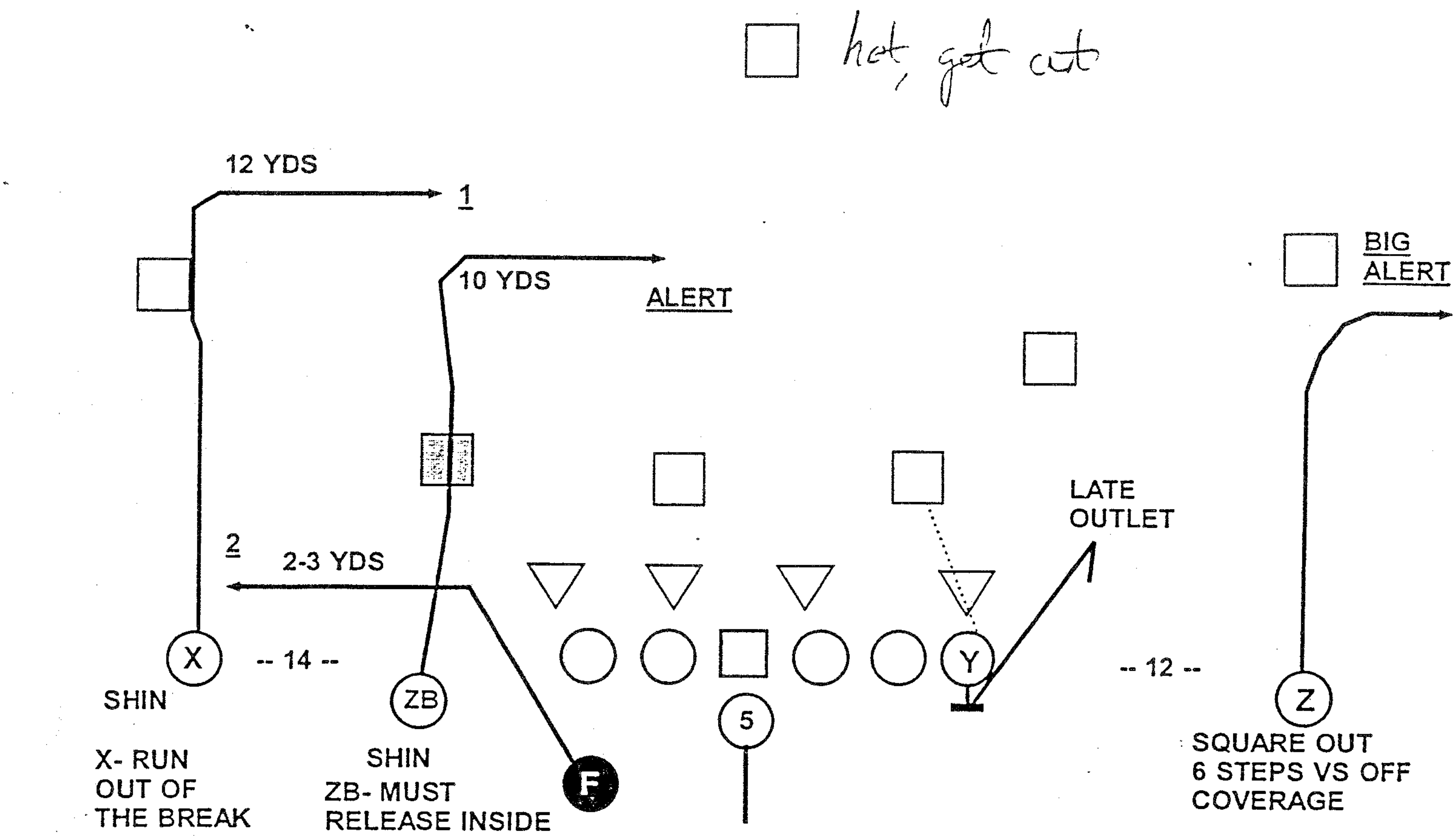


UP WIDE RIGHT (LEFT)
70 (71) HB READ

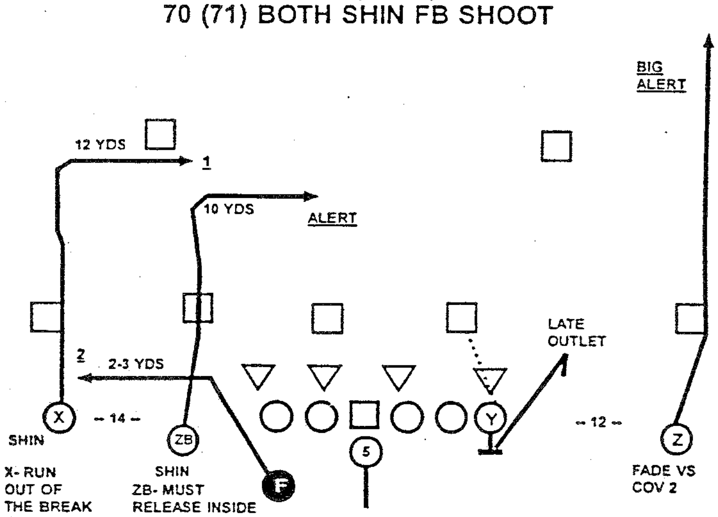


NOTES:

WIDE RIGHT (LEFT) <ZEB>
70 (71) BOTH SHIN FB SHOOT

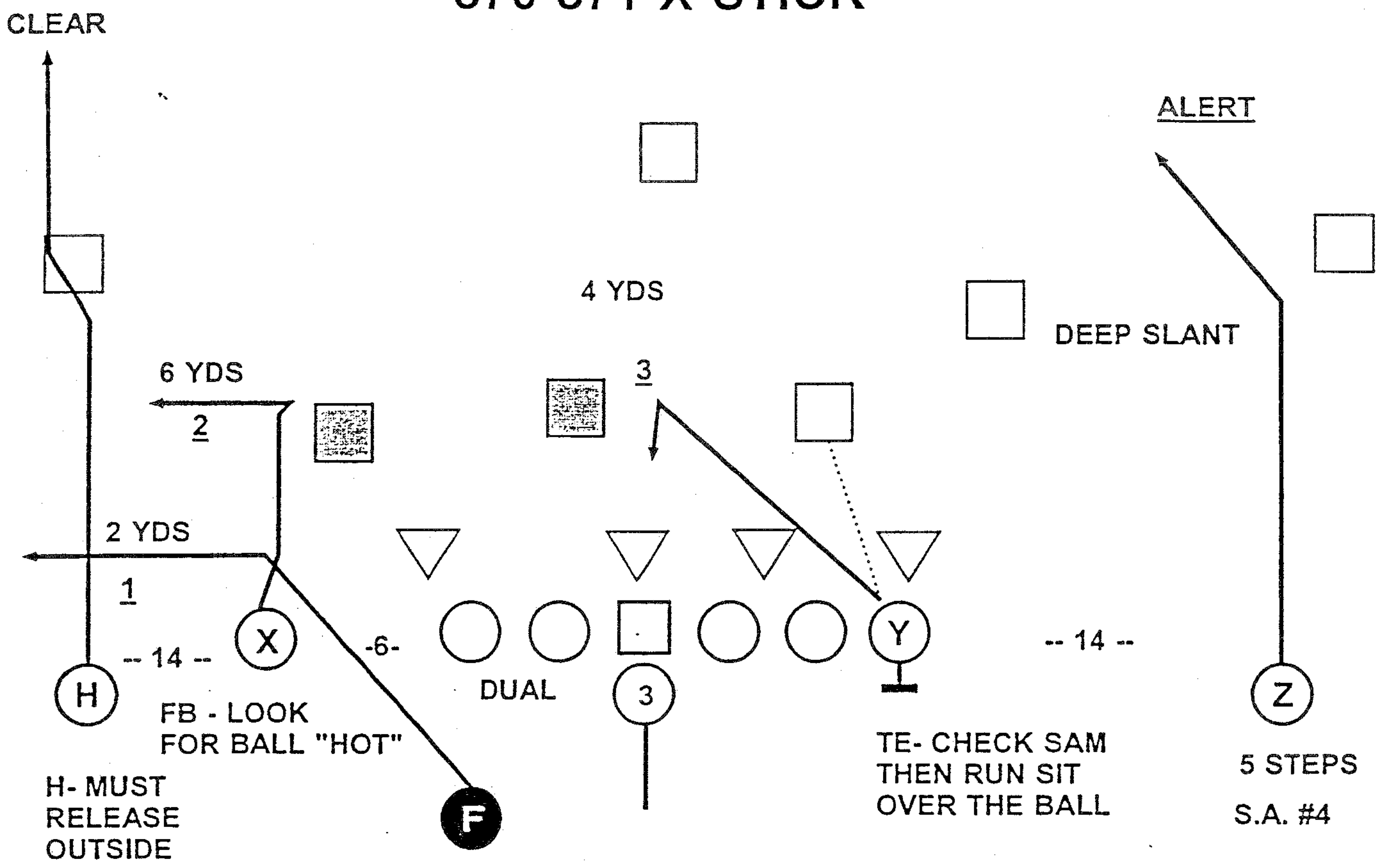


WIDE RIGHT (LEFT) <ZEB>
70 (71) BOTH SHIN FB SHOOT

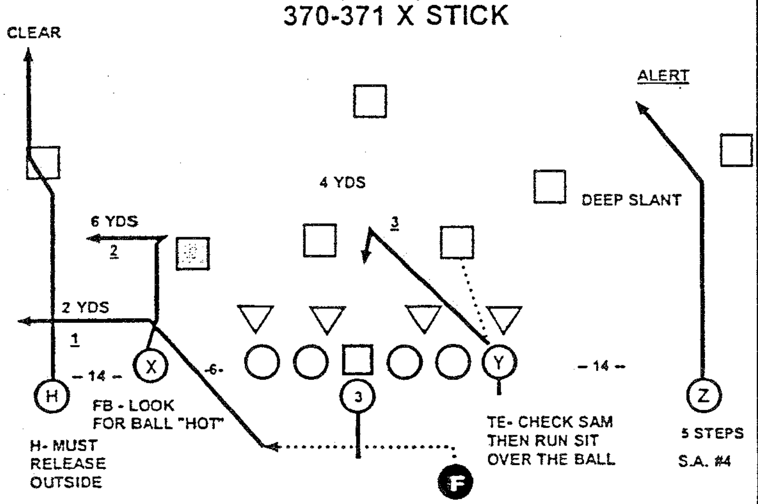


NOTES:

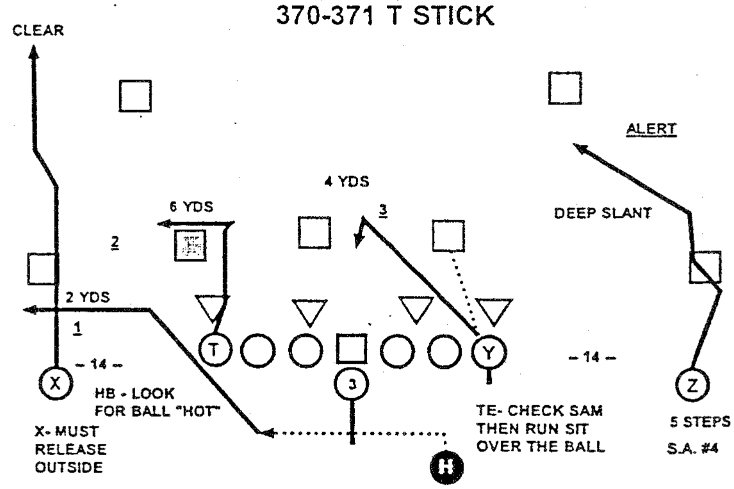
WIDER RIGHT (LEFT) (NASTY) (3 step)
370-371 X STICK



WIDER RIGHT (LEFT) C LEFT (NASTY)
370-371 X STICK

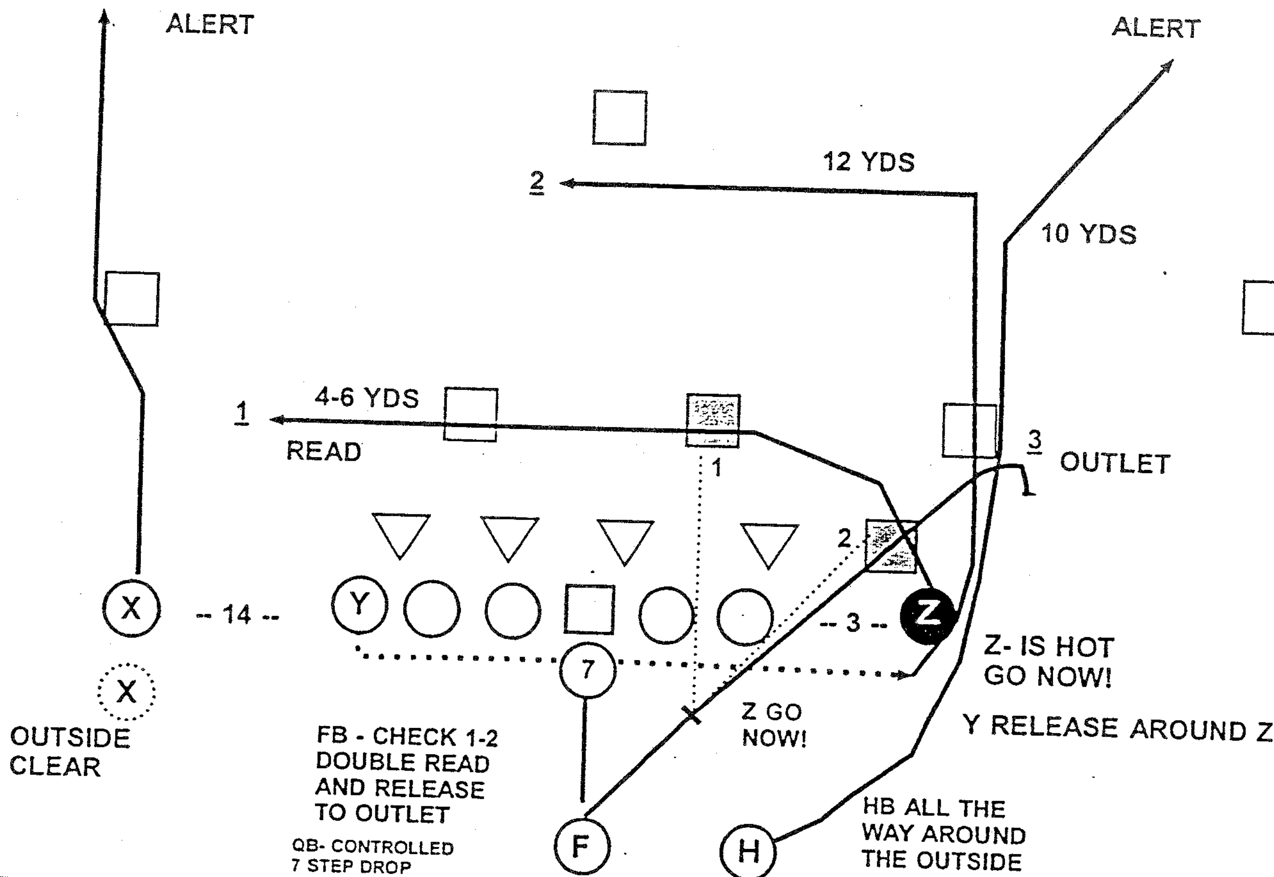


SOLO RIGHT (LEFT) C LEFT <TIGER>
370-371 T STICK

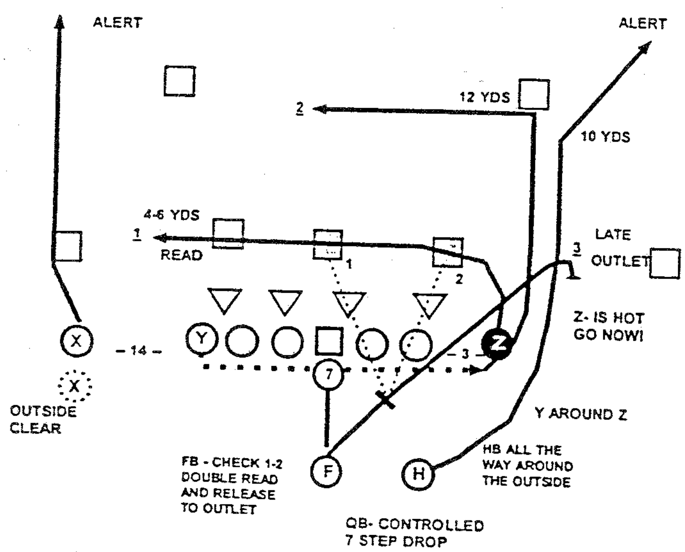


NOTES:

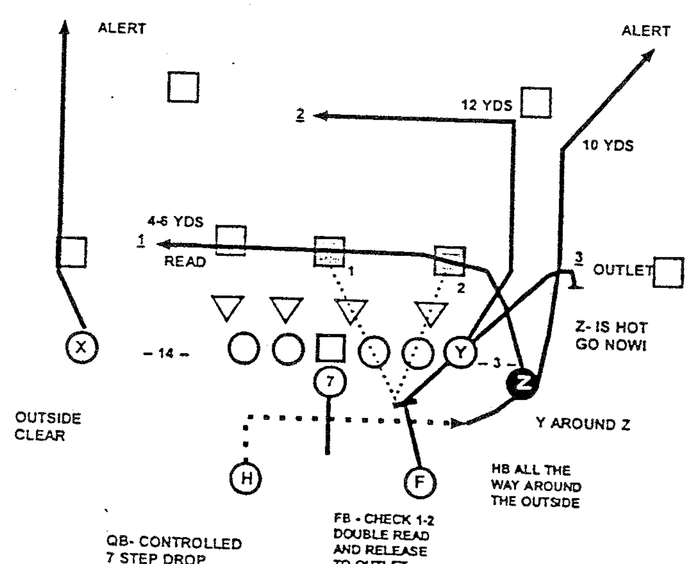
TEAR BLUE RIGHT (LEFT)
2 (3) JET FLANKER DRIVE



TEAR BLUE RIGHT (LEFT)
2 (3) JET FLANKER DRIVE

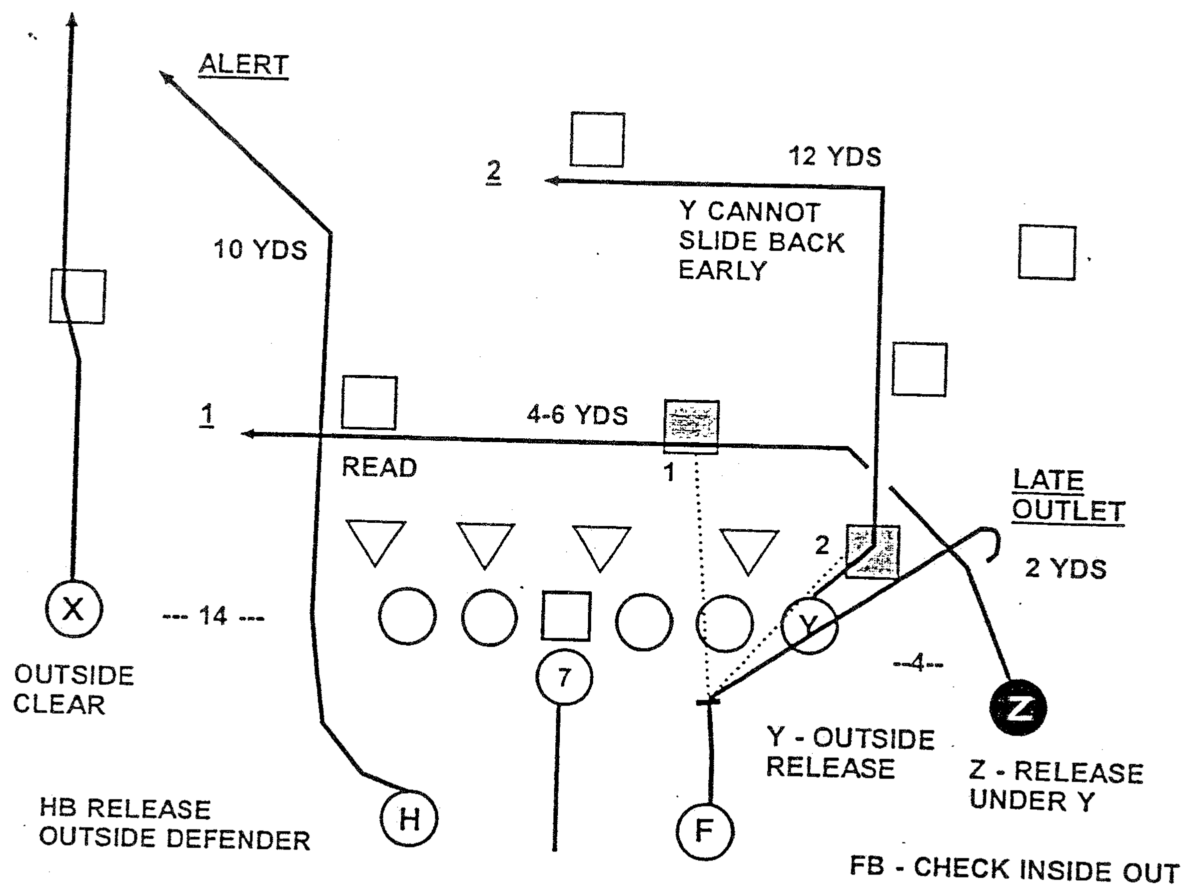


RED RIGHT (LEFT) CLOSE A RIGHT
2 (3) JET FLANKER DRIVE

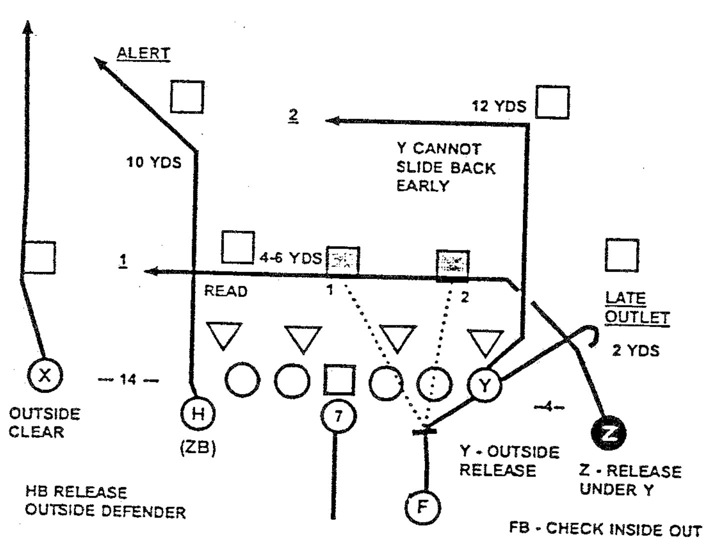


NOTES:

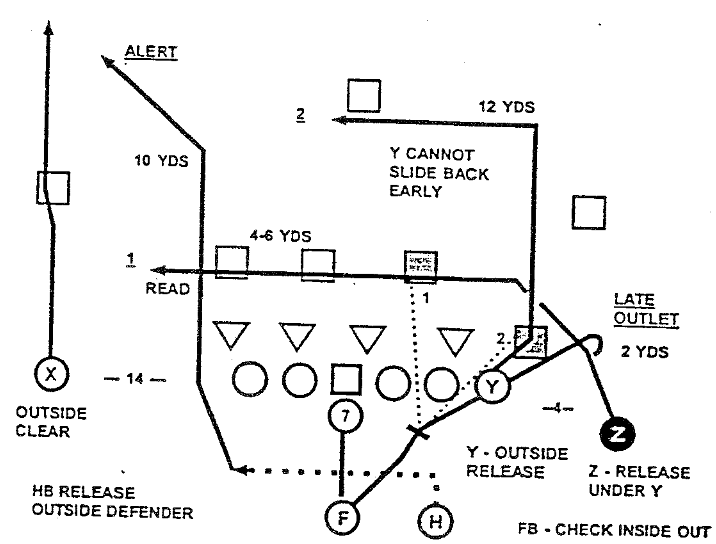
RED RIGHT (LEFT) (CLOSE)
2 (3) JET FLANKER DRIVE HB CORNER



WING RIGHT (LEFT) CLOSE <ZEB>
2 (3) JET FLANKER DRIVE HB (ZB) CORNER

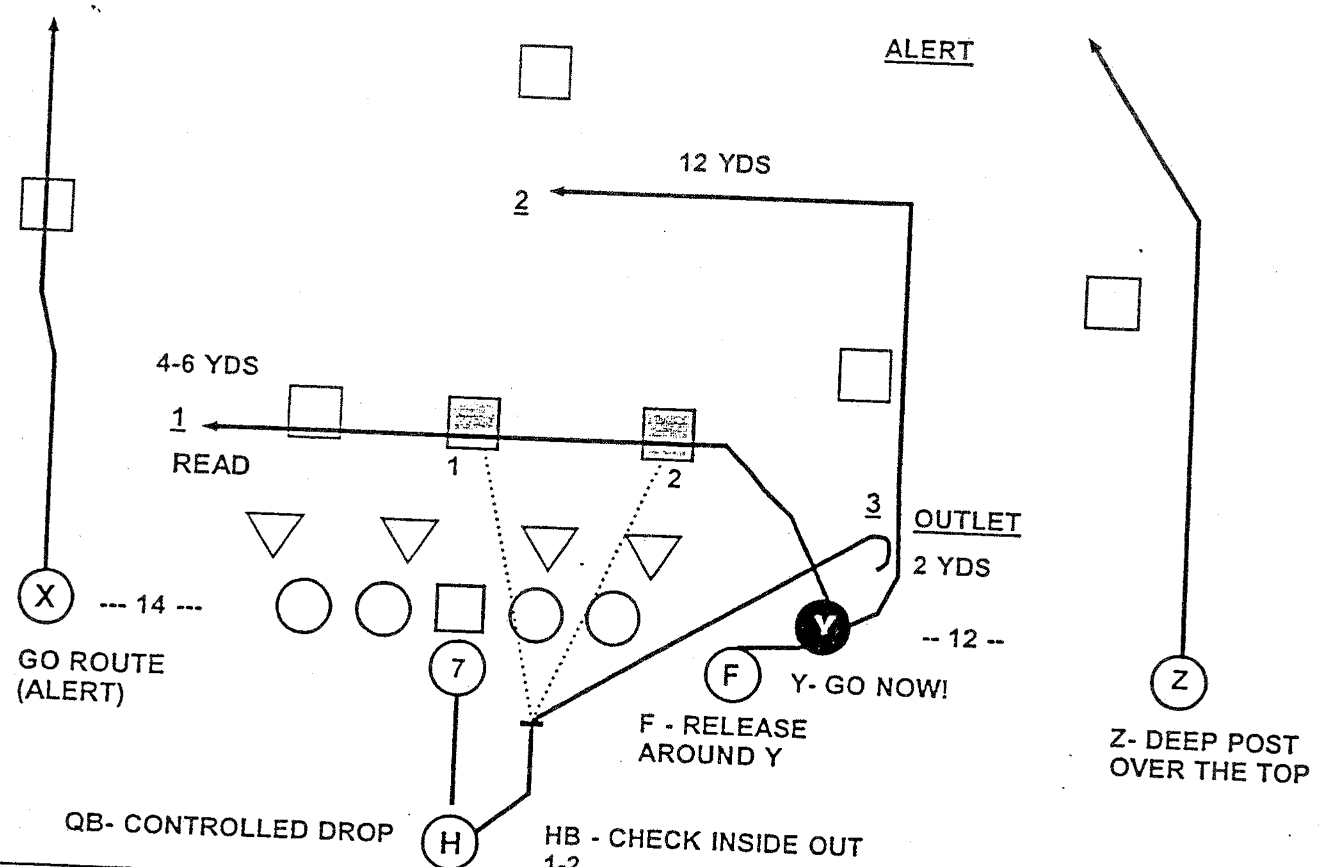


BLUE RIGHT (LEFT) (CLOSE) C LEFT
2 (3) JET FLANKER DRIVE HB CORNER

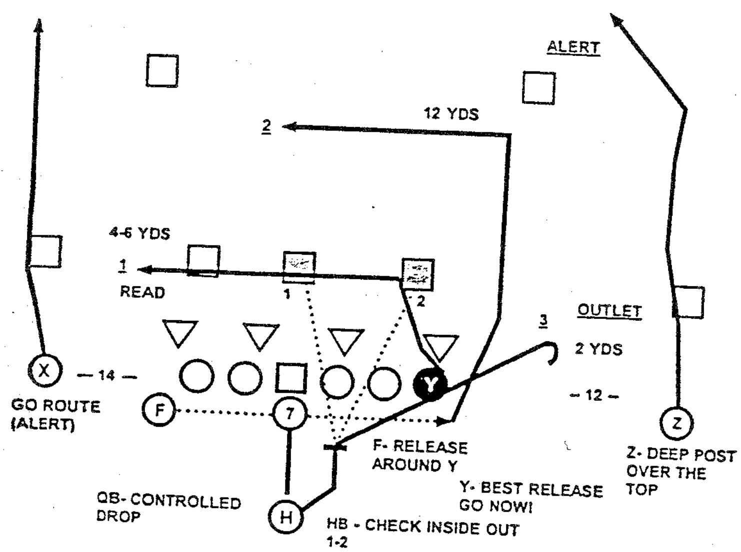


NOTES:

BOX RIGHT (LEFT)
2 (3) JET Y DRIVE (Z POST)

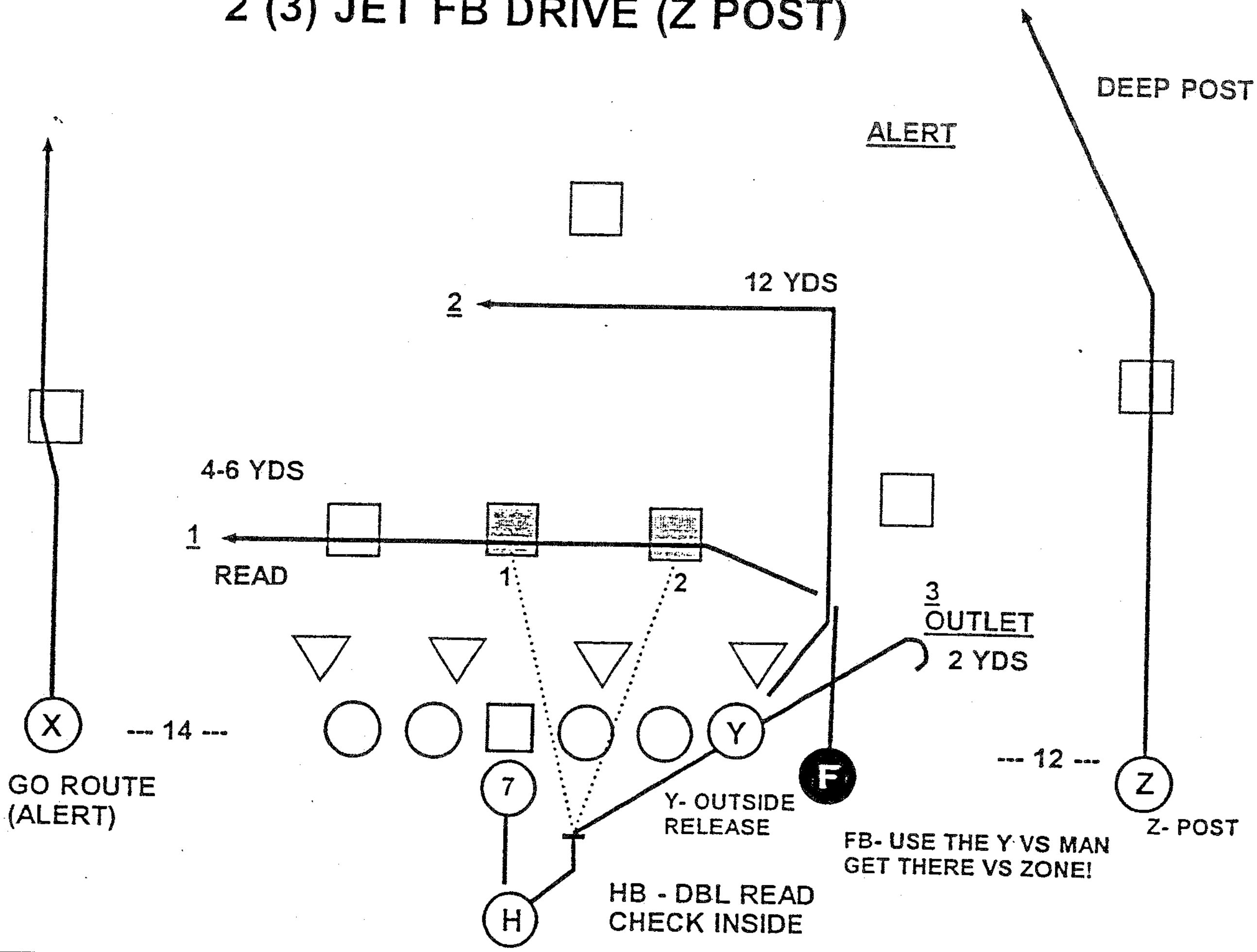


UNDER RIGHT (LEFT) F RIGHT (LEFT)
2 (3) JET Y DRIVE (Z POST)

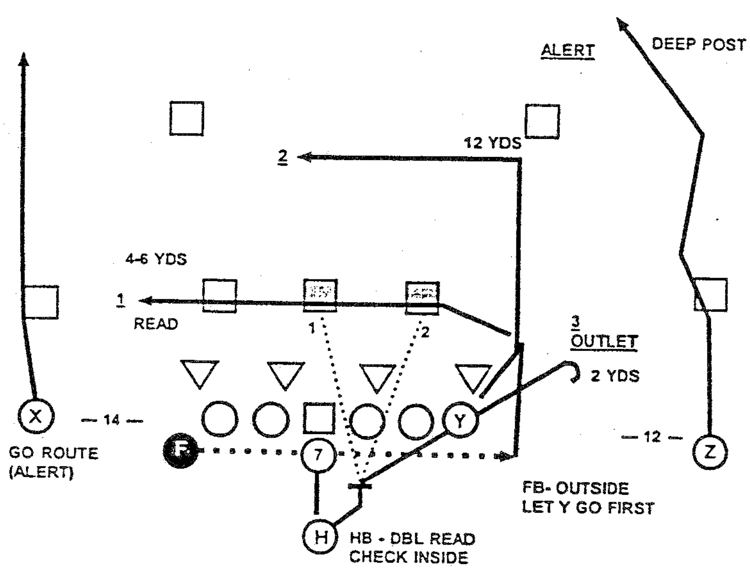


NOTES:

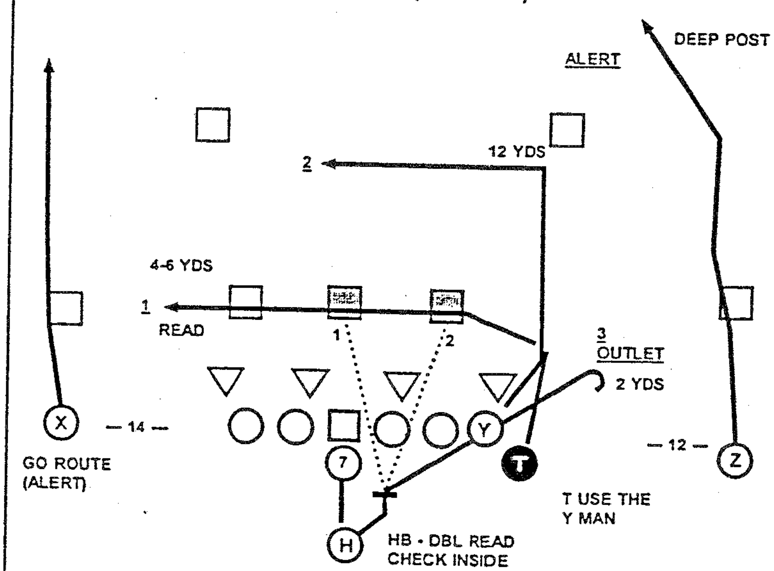
UP RIGHT (LEFT)
2 (3) JET FB DRIVE (Z POST)



UNDER RIGHT (LEFT) F RIGHT
2 (3) JET FB DRIVE (Z POST)

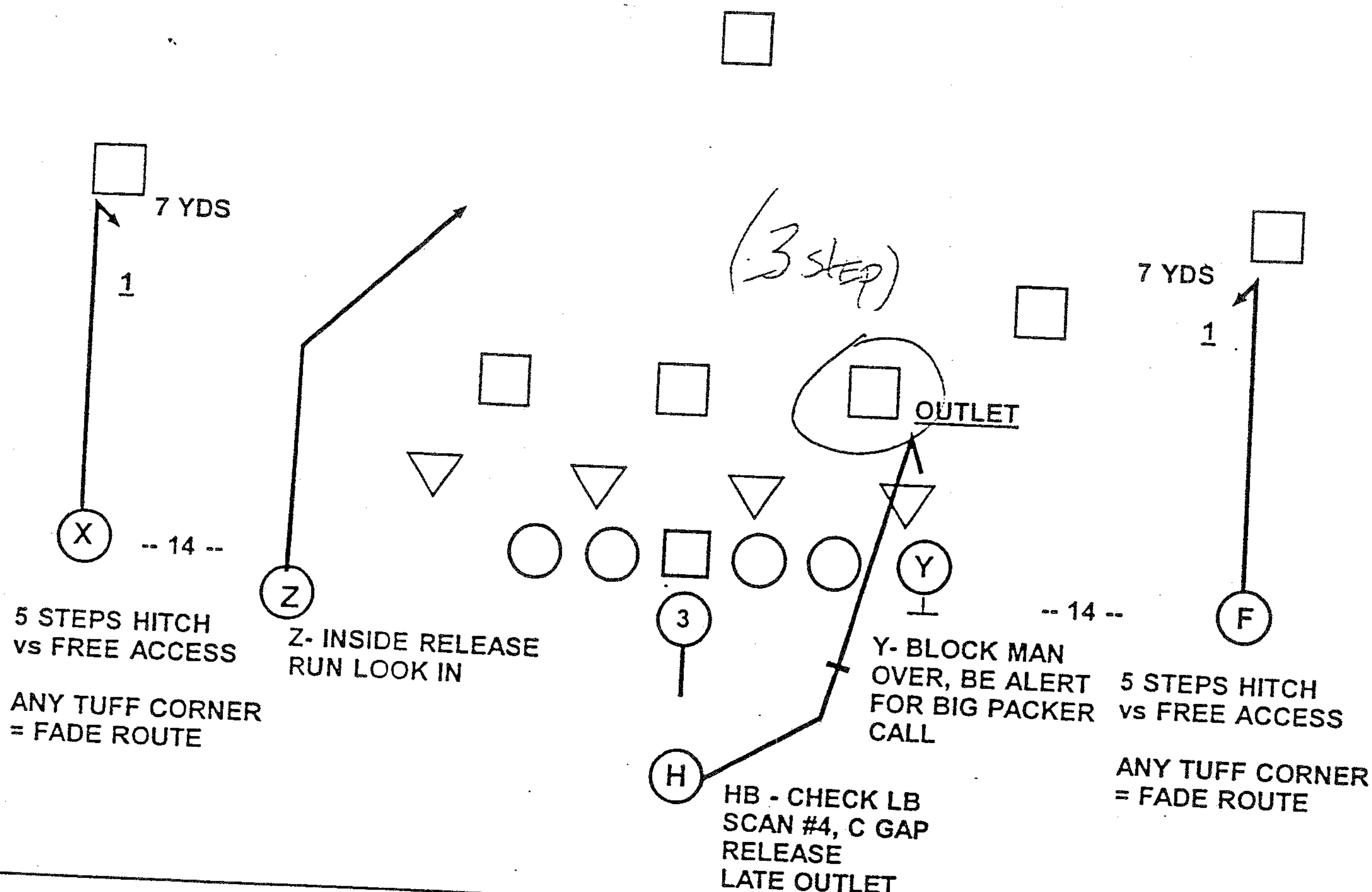


PAIR RIGHT (LEFT)
2 (3) JET T DRIVE (Z POST)

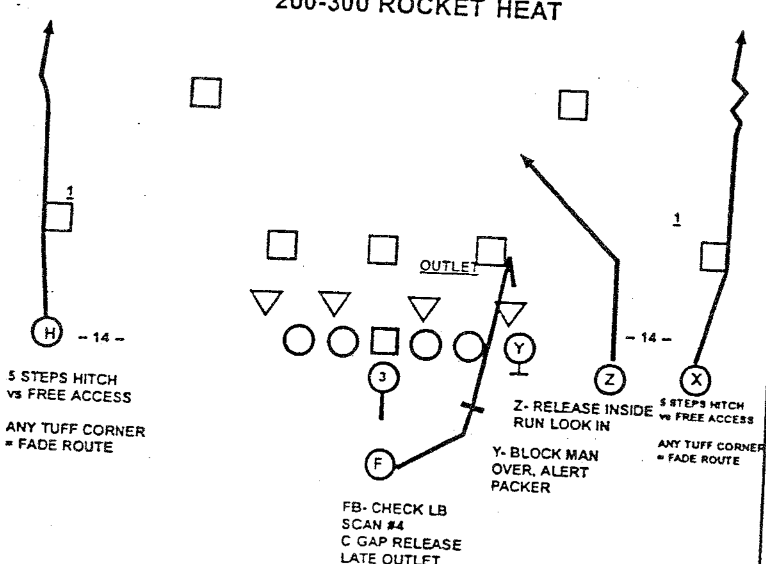


NOTES:

F TRIP RIGHT (LEFT) SLOT
200-300 ROCKET HEAT

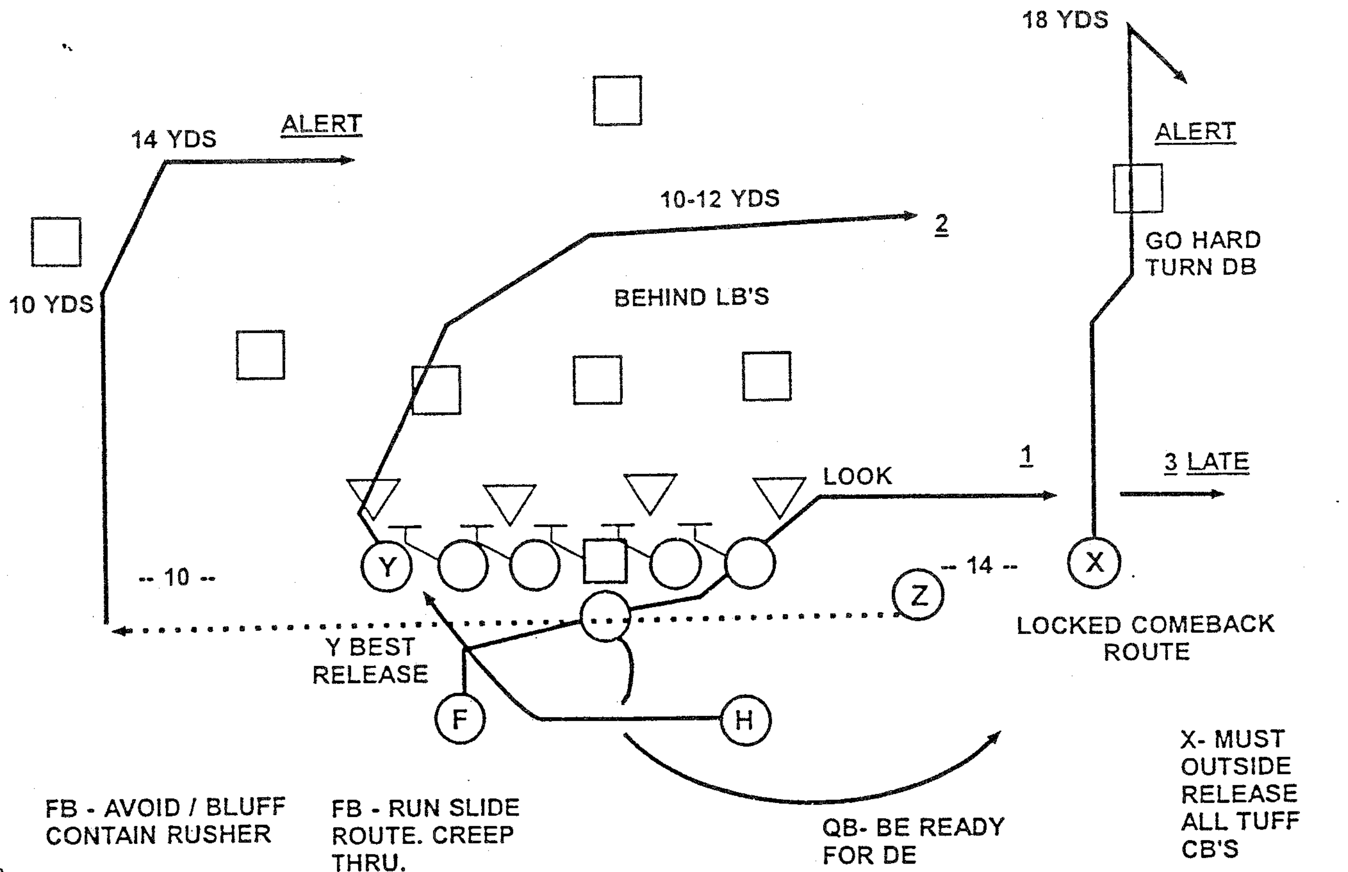


WIDER RIGHT (LEFT) TWIN
200-300 ROCKET HEAT



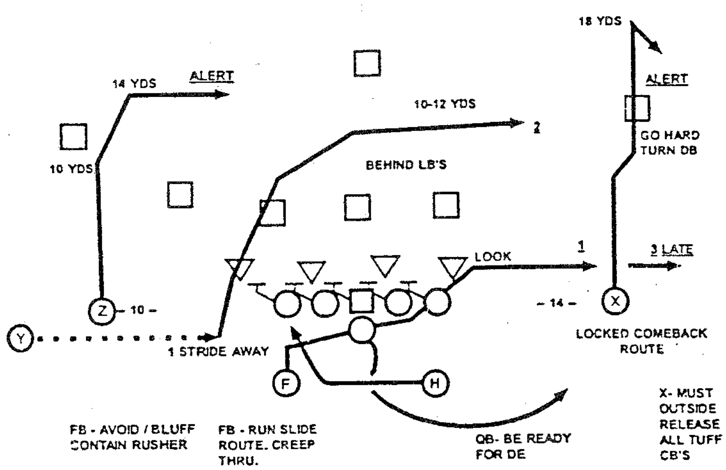
NOTES:

ZOOM RED LEFT (RIGHT)
17 (16) POWER (QB) KEEP RT (LT) FB SLIDE

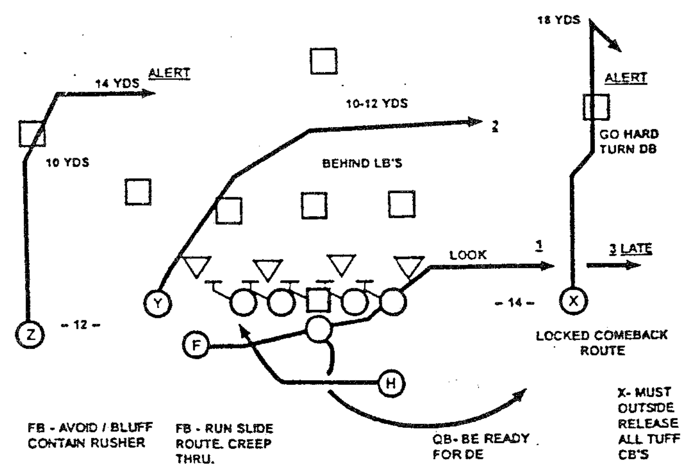


(ALSO ZIP)

TIP RED LEFT (RIGHT)
17 (16) POWER (QB) KEEP RT (LT) FB SLIDE

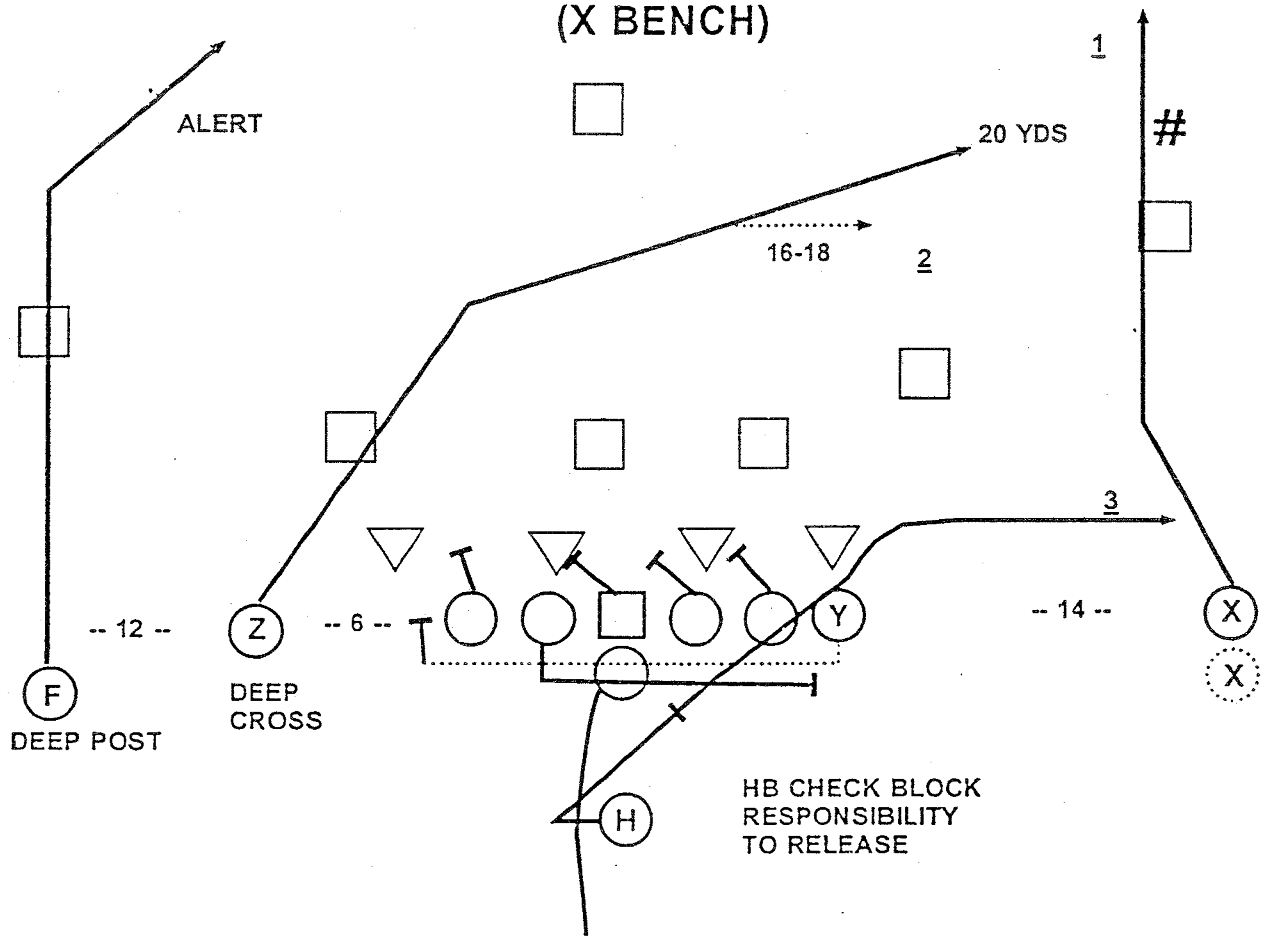


BOX LEFT (RIGHT) (FAR)
17 (16) POWER (QB) KEEP RT (LT) FB SLIDE

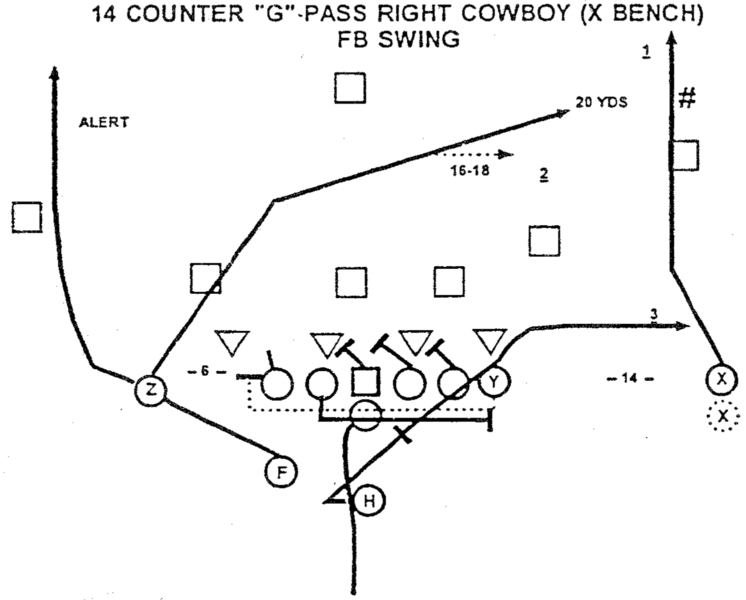


NOTES:

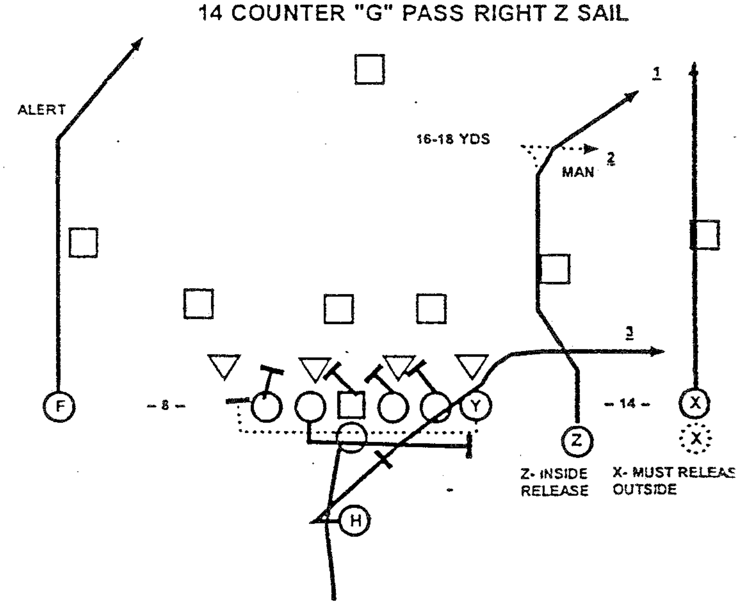
TEAR F TREY LEFT
14 COUNTER "G" PASS RIGHT COWBOY (F POST)
(X BENCH)



TEAR KING LEFT
14 COUNTER "G"-PASS RIGHT COWBOY (X BENCH)
FB SWING



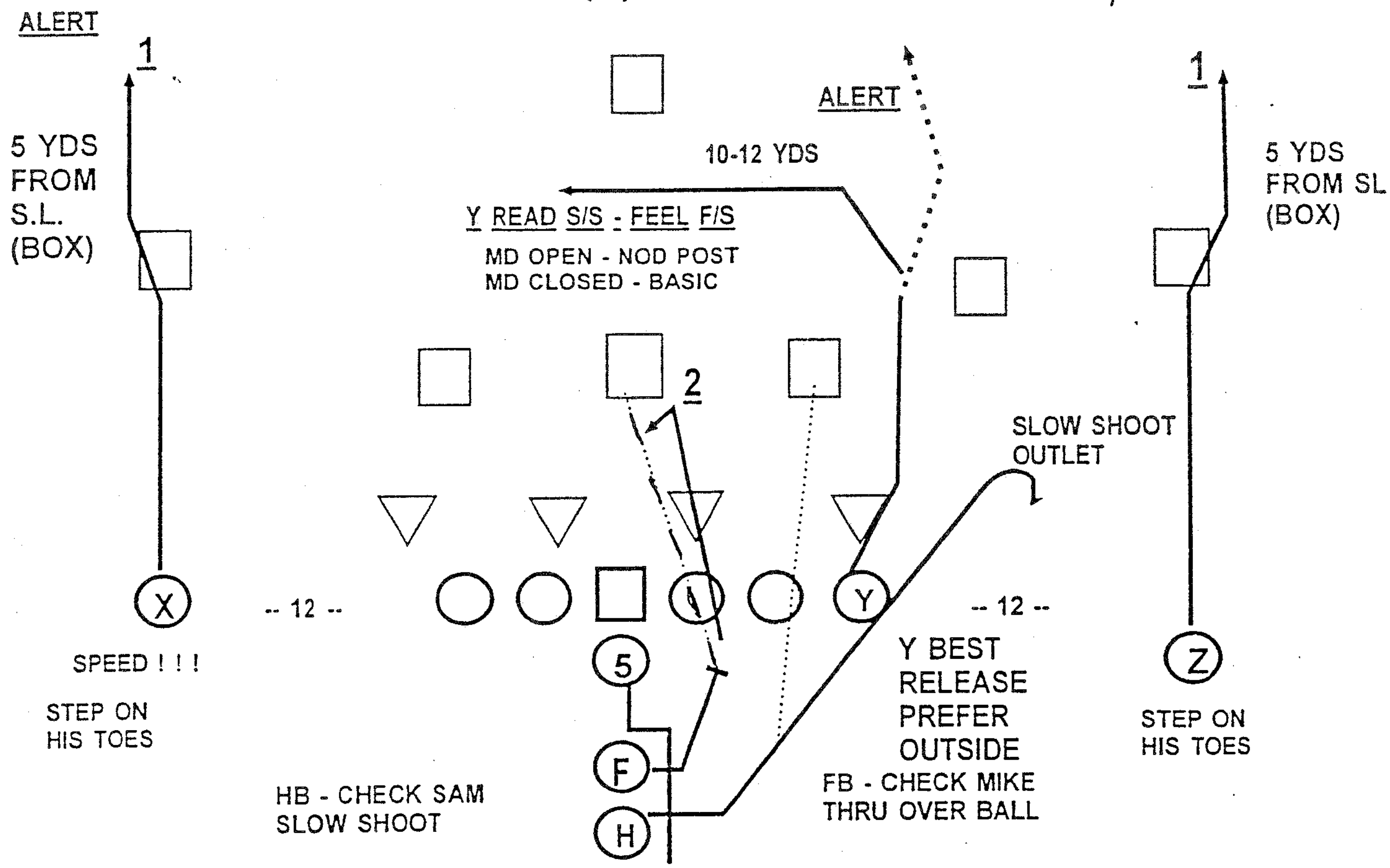
TEAR F TRIP LEFT SLOT
14 COUNTER "G" PASS RIGHT Z SAIL



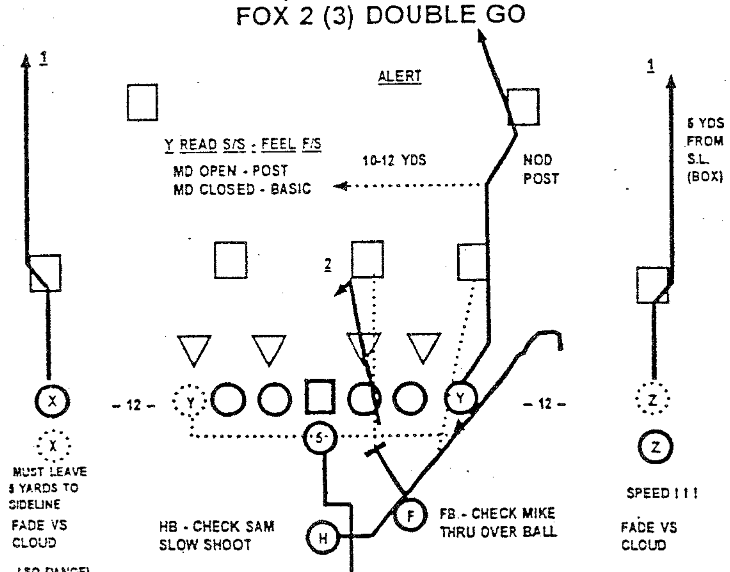
NOTES:

GREEN RIGHT (LEFT) FOX 2 (3) DOUBLE GO

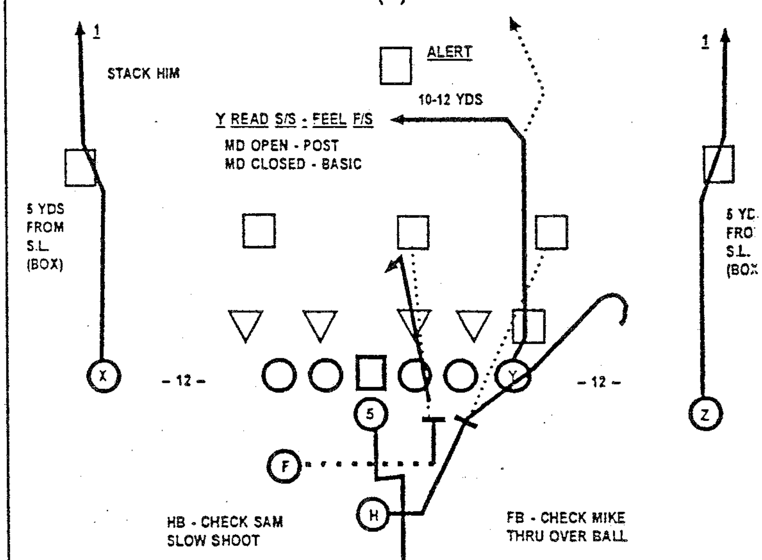
- mike/over the Ball



TRADE KING RIGHT (LEFT) FOX 2 (3) DOUBLE GO

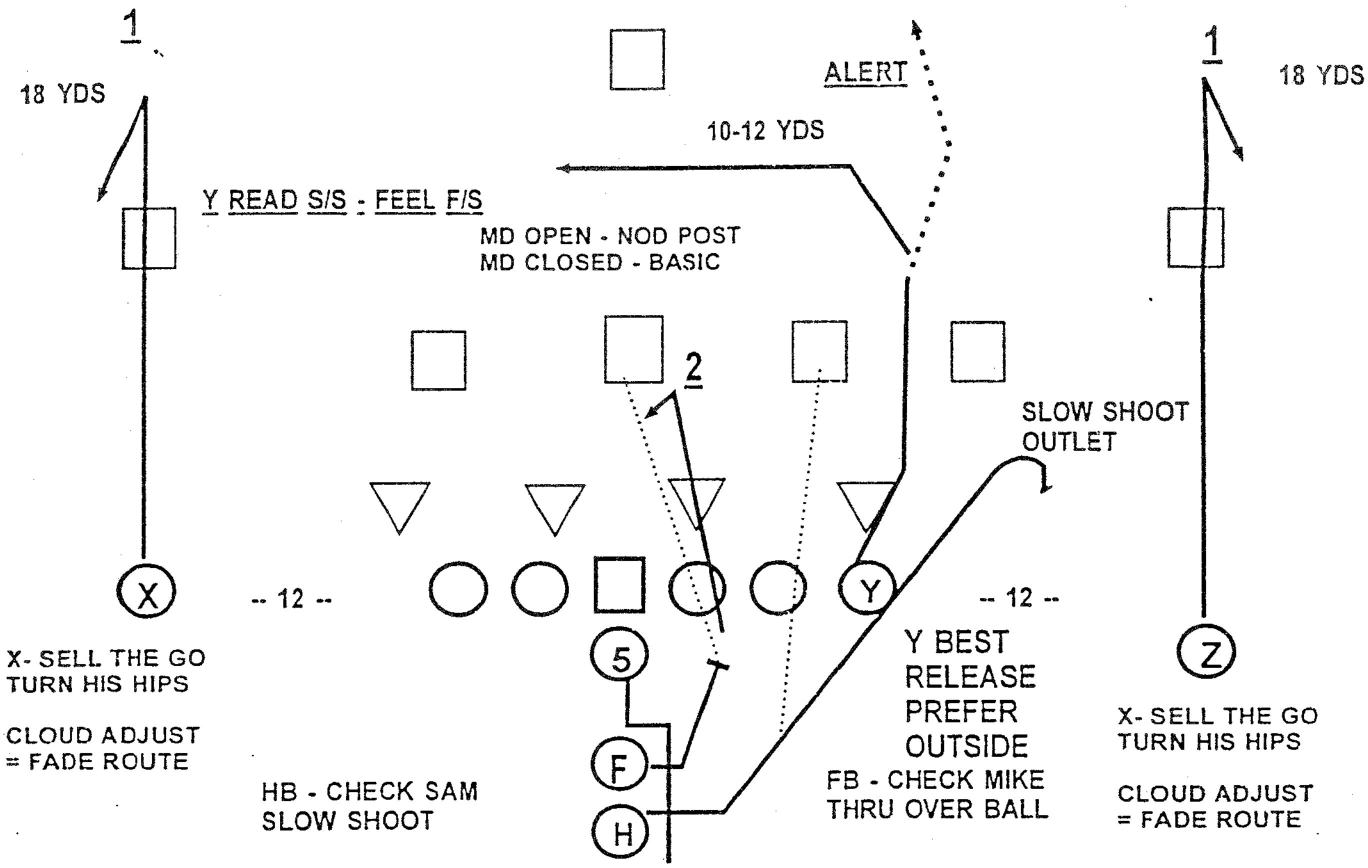


QUEEN RIGHT (LEFT) FUZZ FOX 2 (3) DOUBLE GO

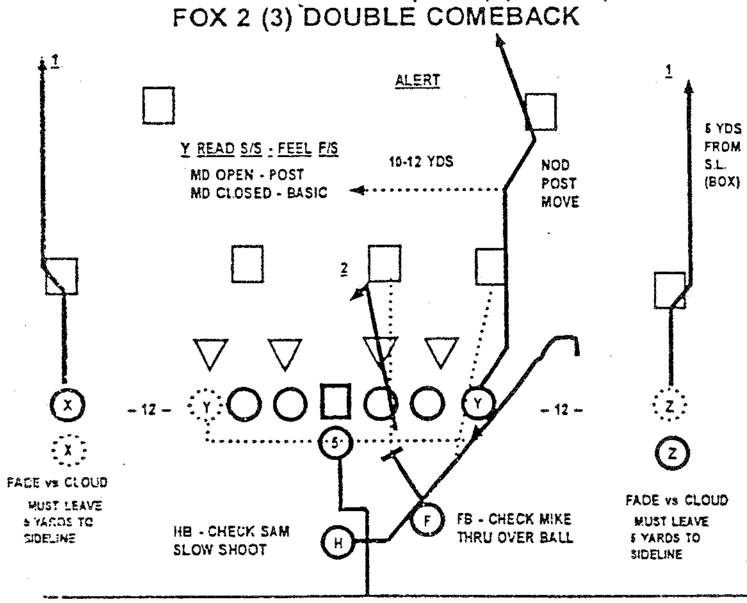


NOTES:

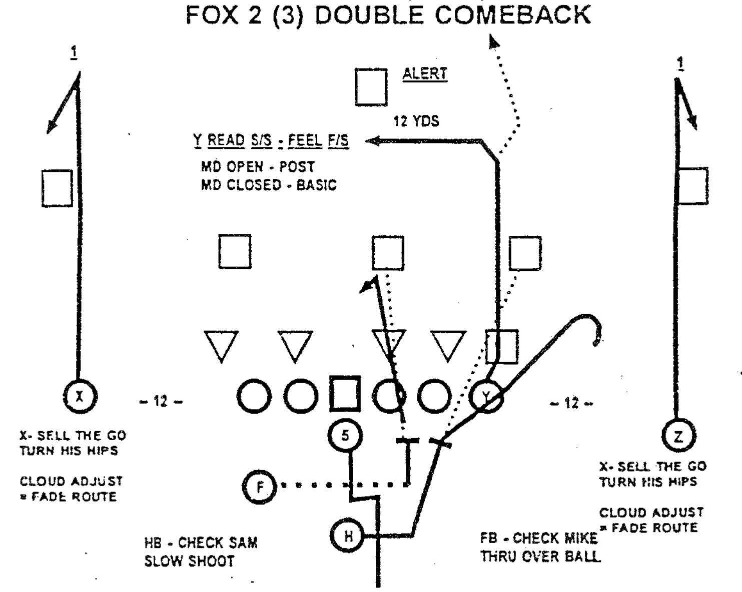
GREEN RIGHT (LEFT)
FOX 2 (3) DOUBLE COMEBACK



TRADE KING RIGHT (LEFT) (DANCE)
FOX 2 (3) DOUBLE COMEBACK

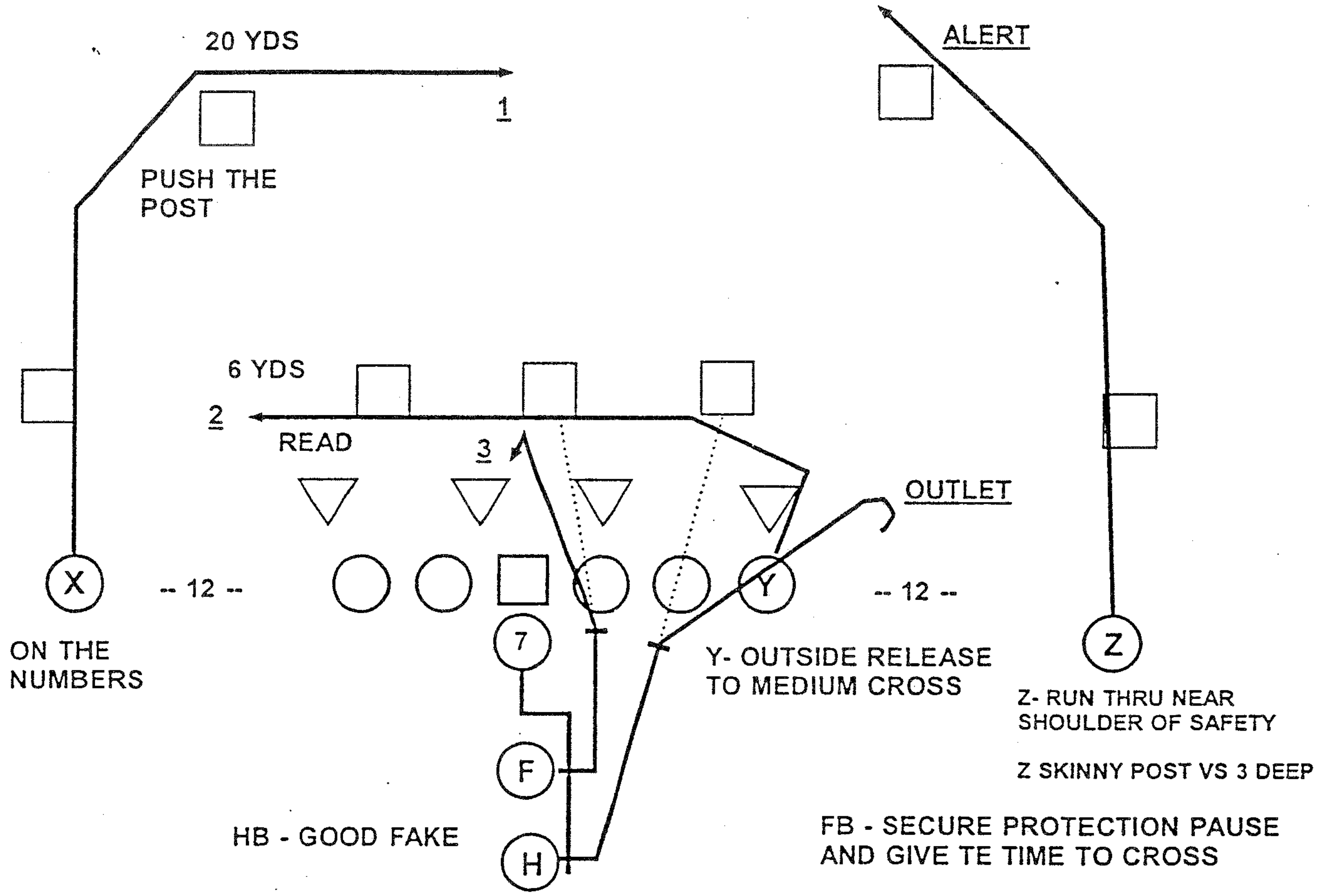


QUEEN RIGHT (LEFT) FUZZ
FOX 2 (3) DOUBLE COMEBACK

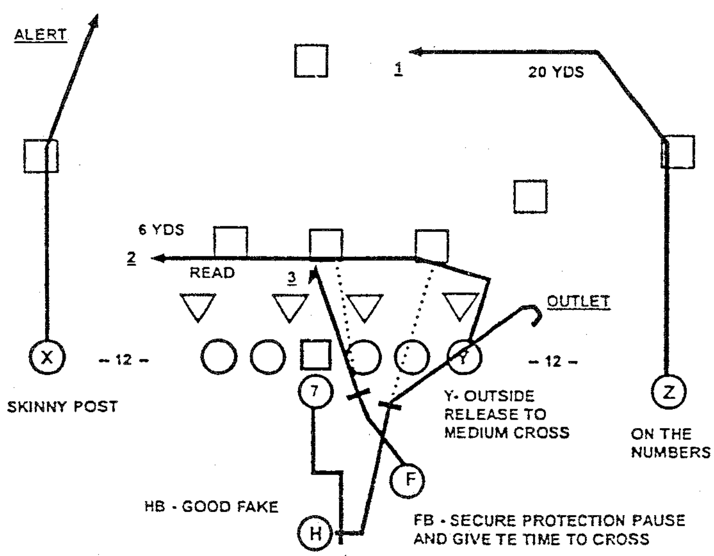


NOTES:

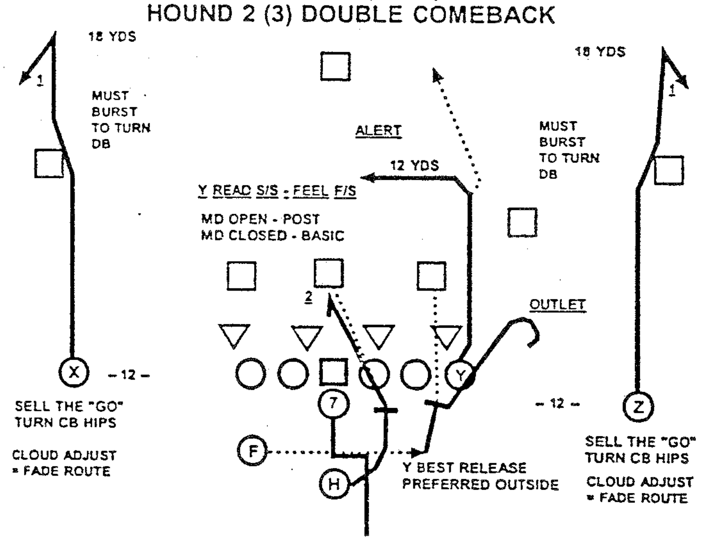
GREEN RIGHT (LEFT)
FOX 2 (3) X DEEP OVER



KING RIGHT (LEFT)
FOX 2 (3) FLK DEEP OVER

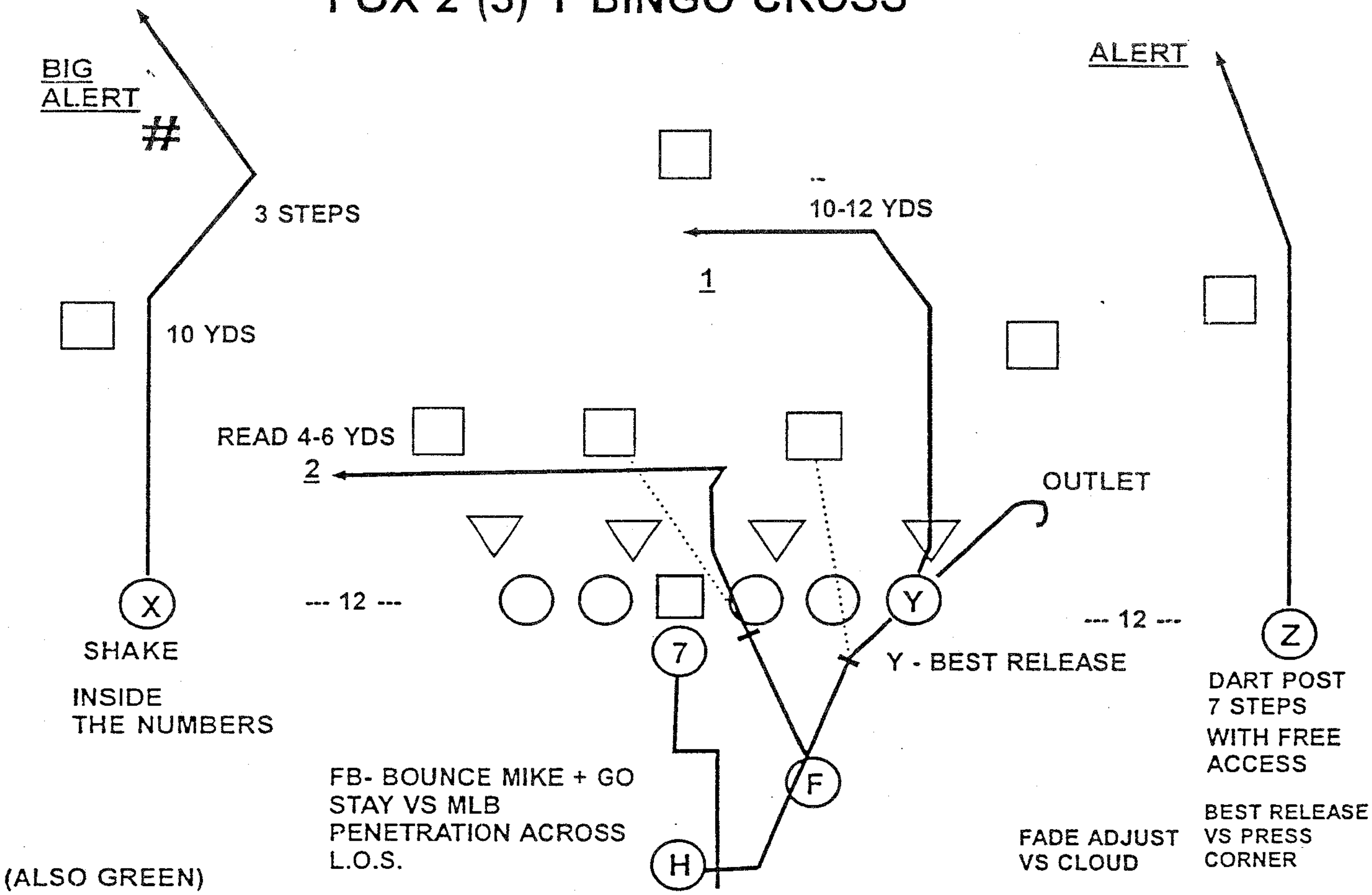


QUEEN RIGHT (LEFT) FUZZ
HOUND 2 (3) DOUBLE COMEBACK

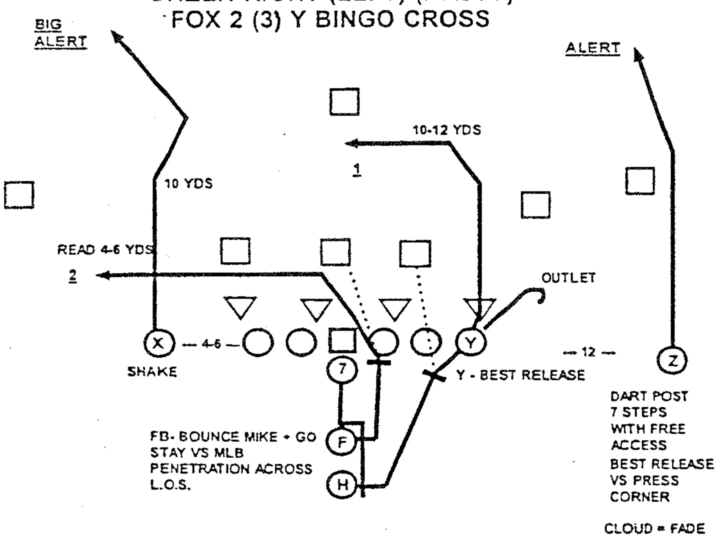


NOTES:

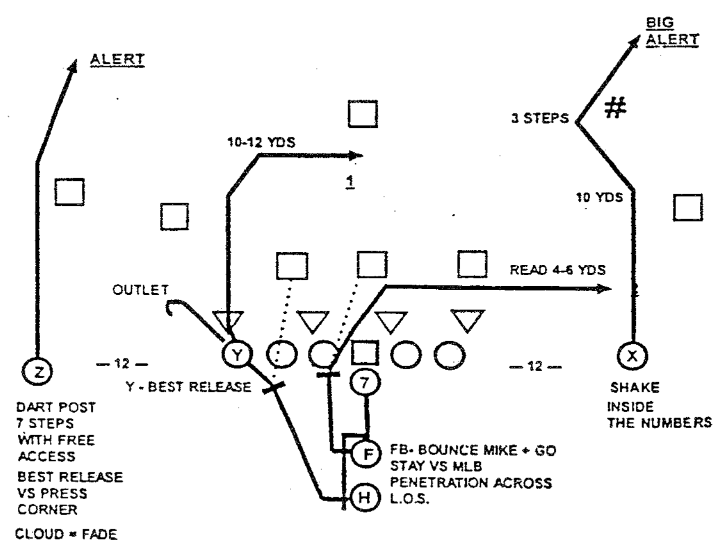
KING RIGHT (LEFT)
FOX 2 (3) Y BINGO CROSS



GREEN RIGHT (LEFT) (NASTY)
FOX 2 (3) Y BINGO CROSS

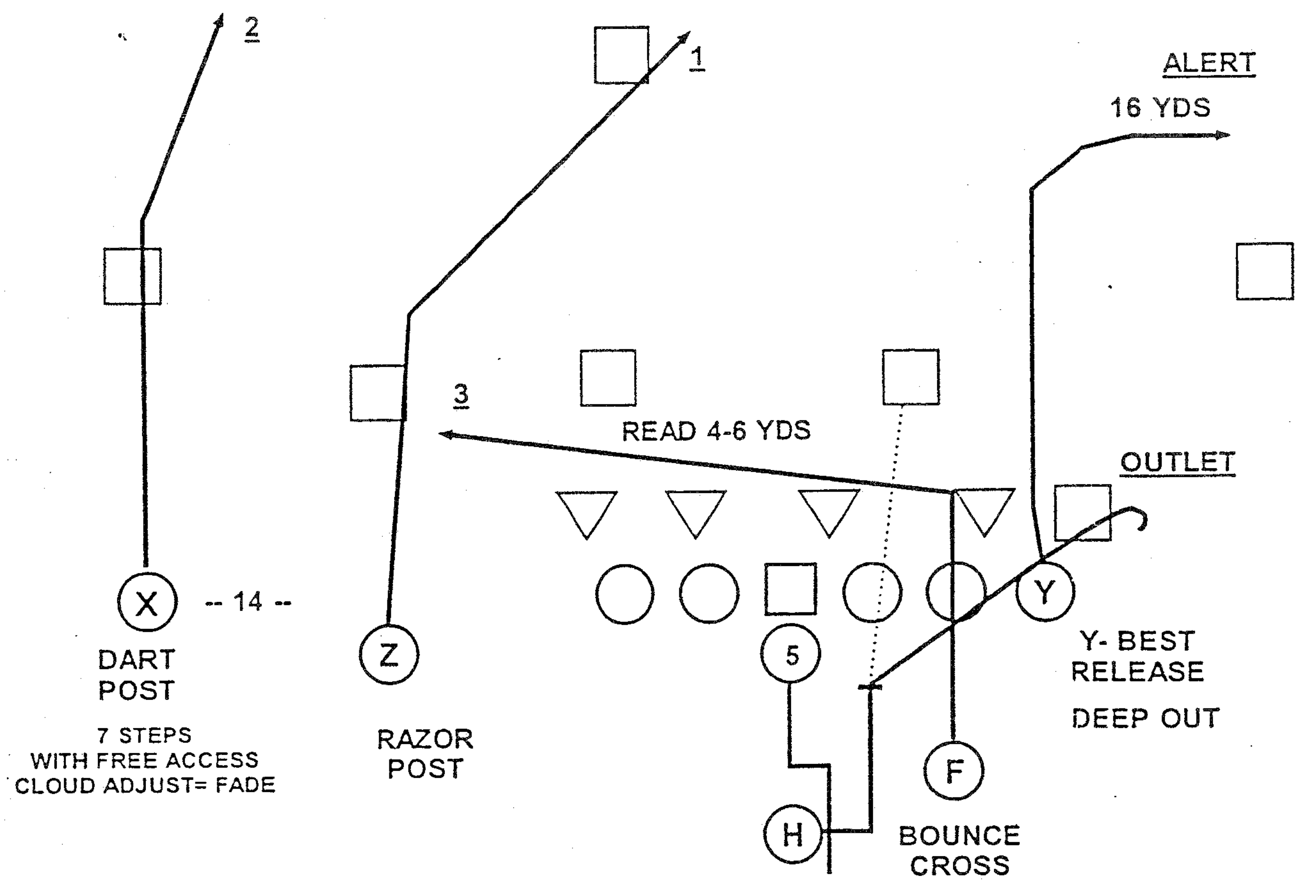


GREEN LEFT (RIGHT)
FOX 3 (2) Y BINGO CROSS



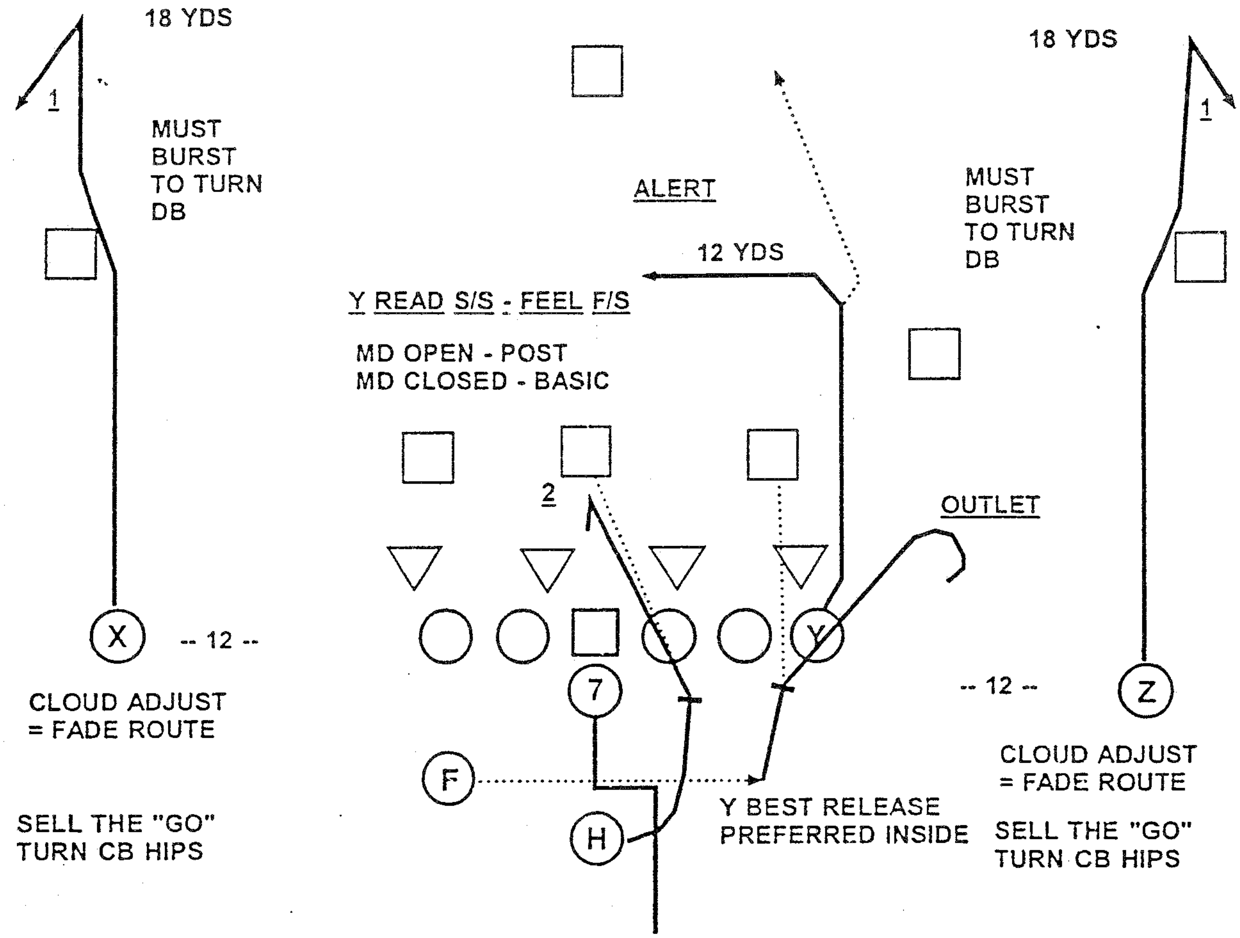
NOTES:

KING RIGHT (LEFT) SLOT
FOX 2 (3) SALT FB BINGO CROSS

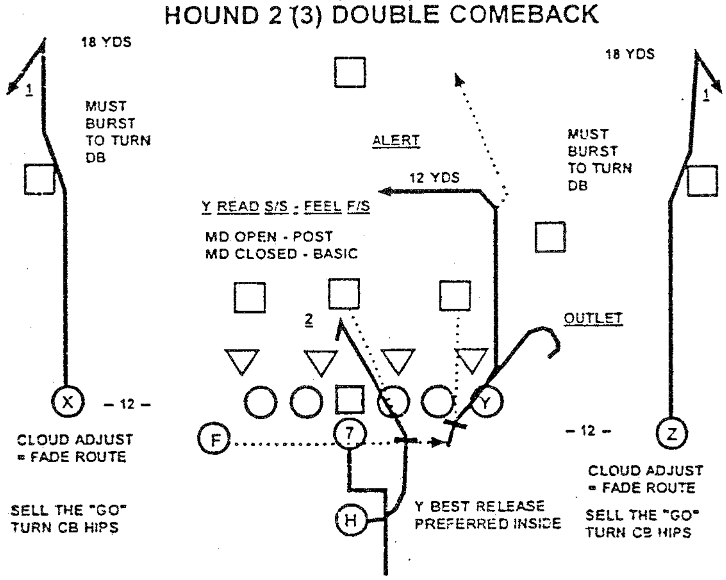


NOTES:

QUEEN RIGHT (LEFT) FUZZ
HOUND 2 (3) DOUBLE COMEBACK

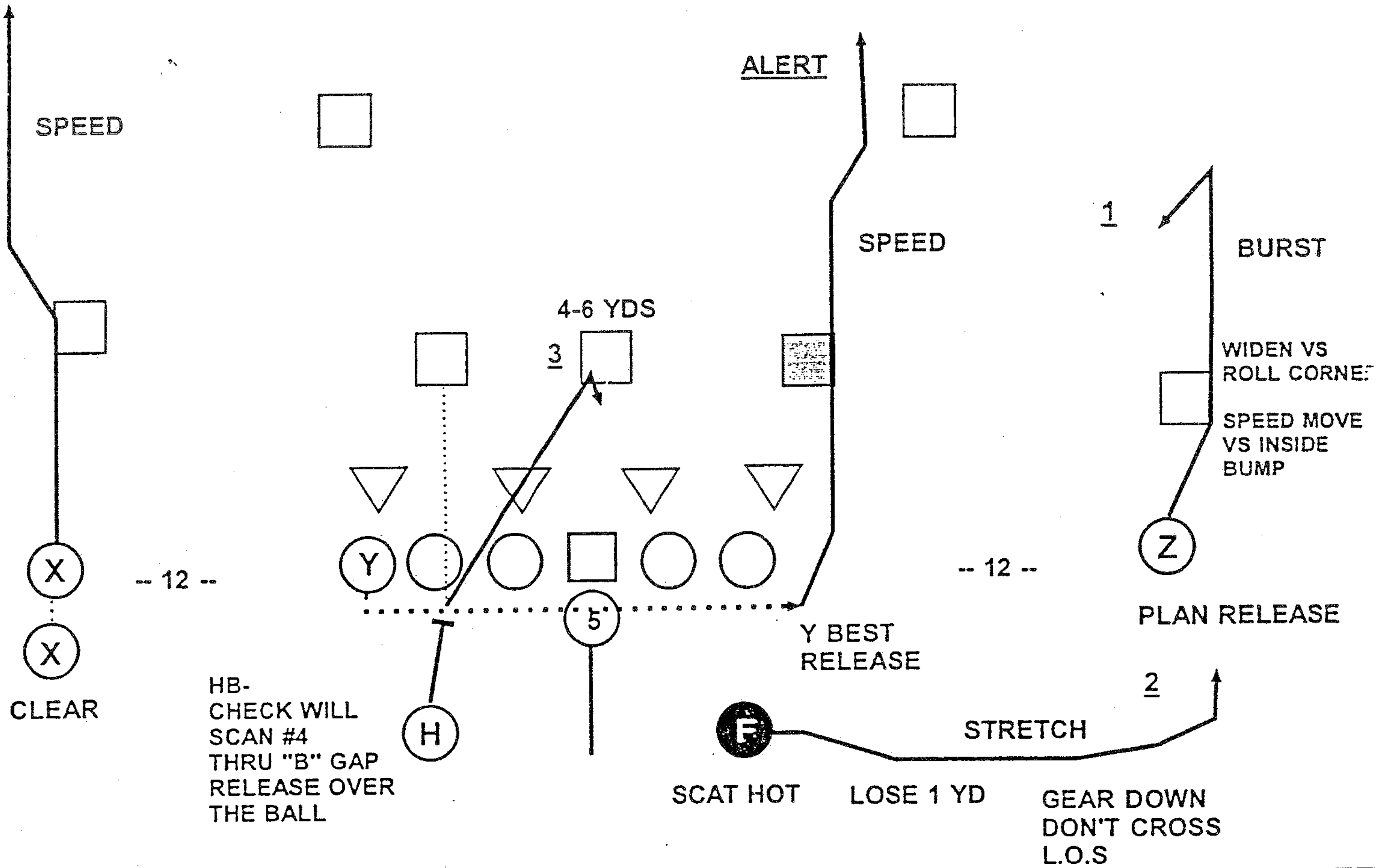


UNDER RIGHT (LEFT) F RIGHT (LEFT)
HOUND 2 (3) DOUBLE COMEBACK

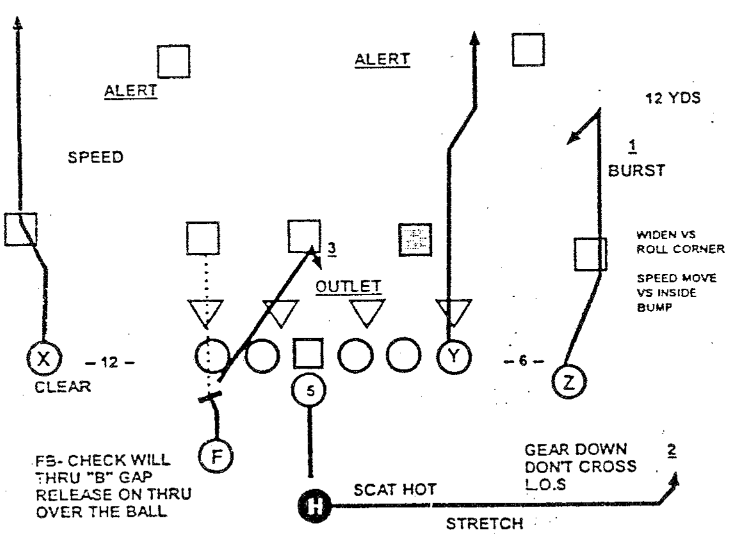


NOTES:

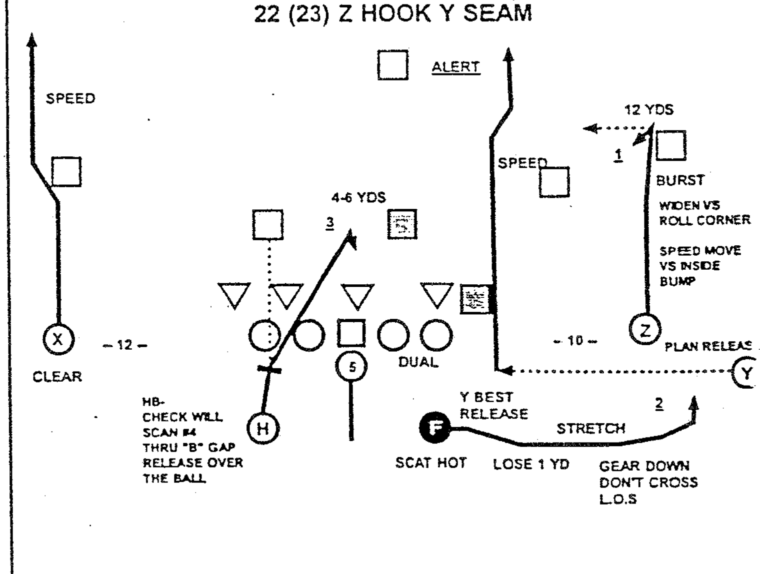
TEAR RED RIGHT (LEFT)
22 (23) Z HOOK Y SEAM



QUEEN RIGHT (LEFT) CLOSE
22 (23) Z HOOK Y SEAM

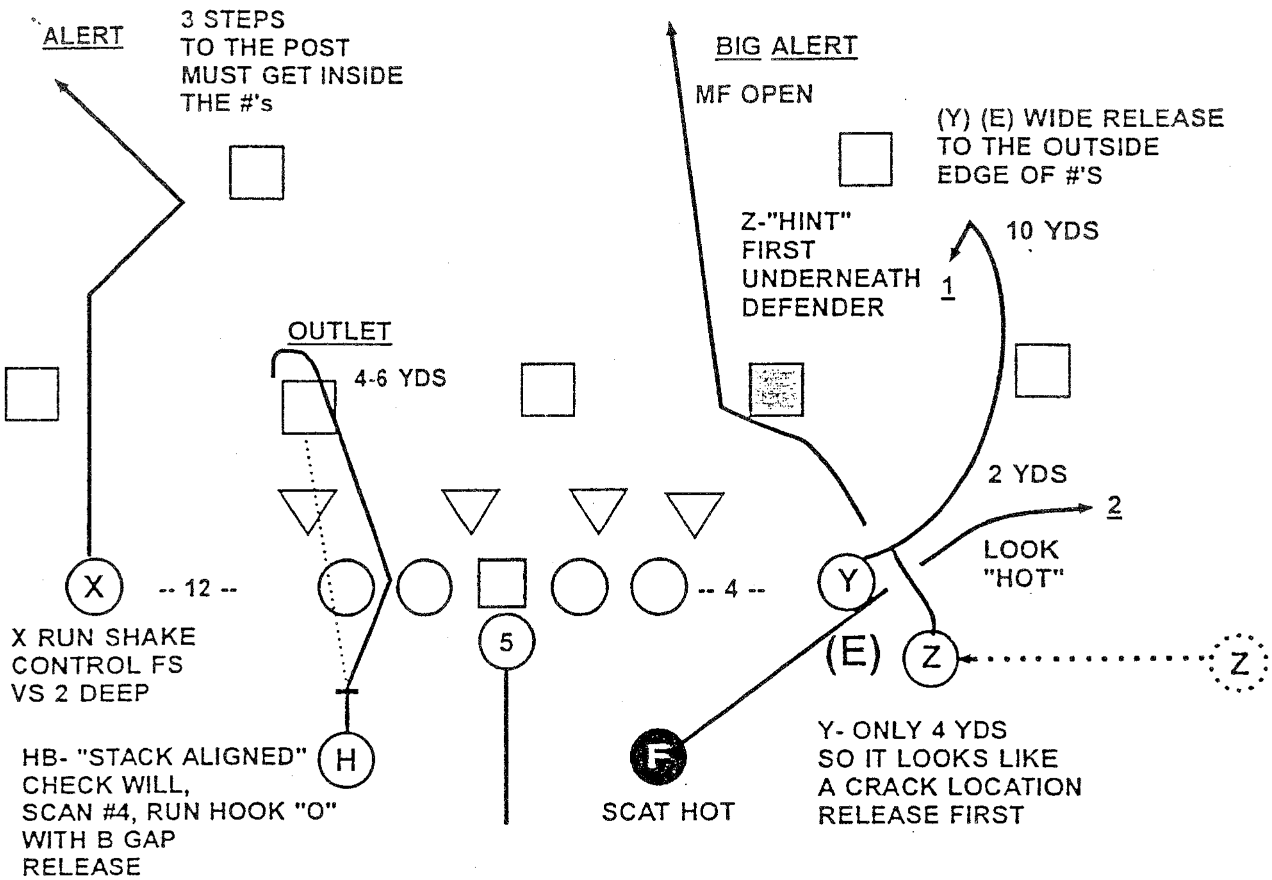


TIP RED RIGHT (LEFT)
22 (23) Z HOOK Y SEAM

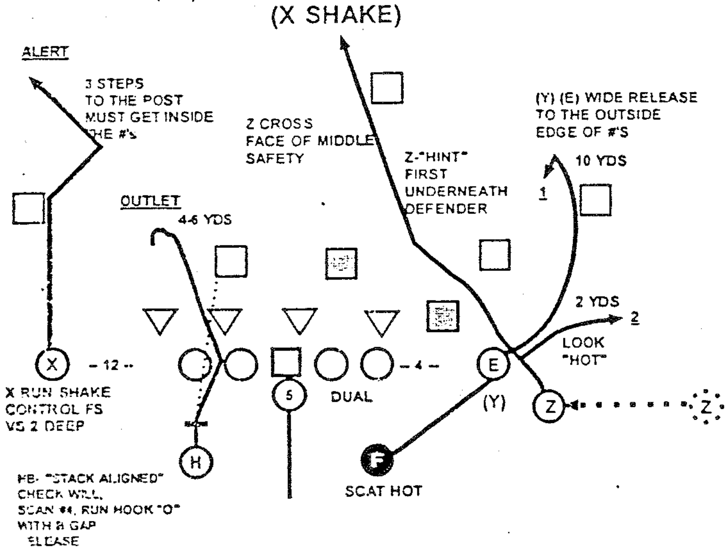


NOTES:

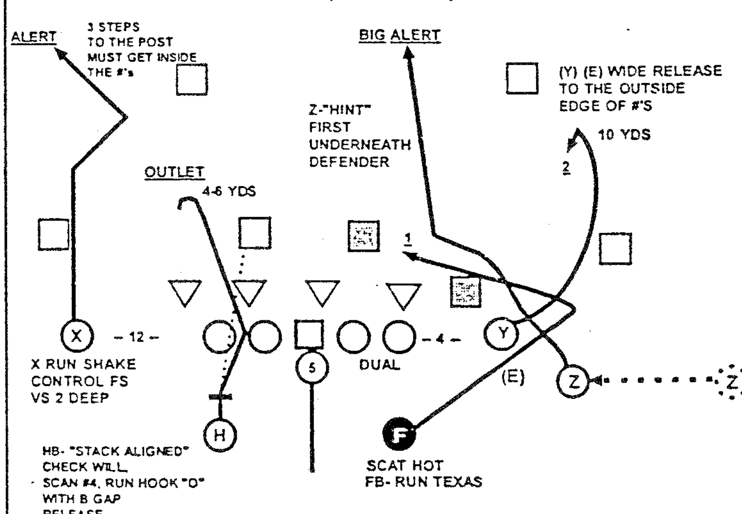
ZIP RED RIGHT (LEFT) OPEN <EAGLE>
22 (23) FLANKER TRAIL FB SHOOT
(X SHAKE)



ZIP RED RIGHT (LEFT) OPEN <EAGLE>
22 (23) FLANKER TRAIL FB SHOOT
(X SHAKE)



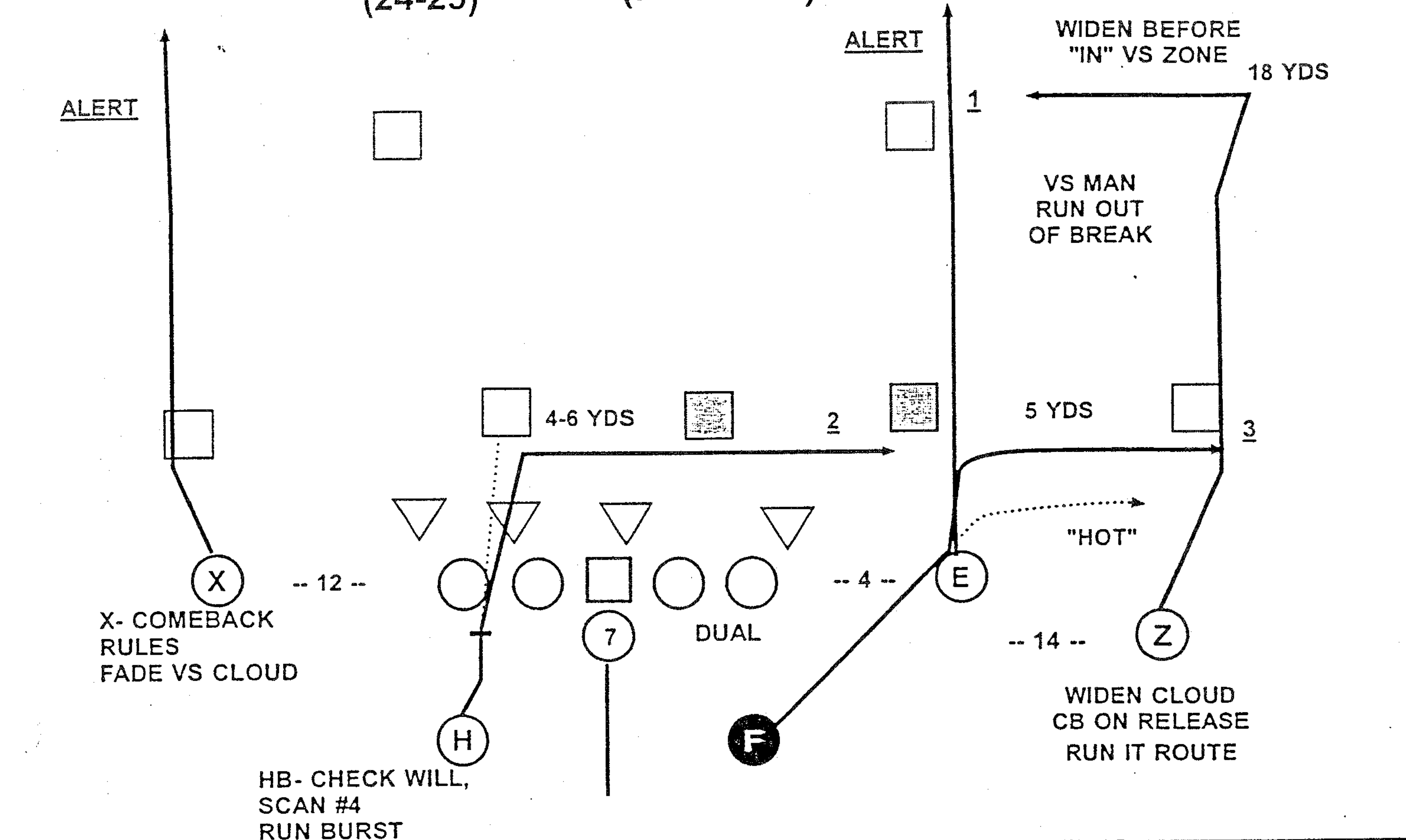
ZIP RED RIGHT (LEFT) OPEN <EAGLE>
22 (23) FLANKER TRAIL FB ANGLE
(X SHAKE)



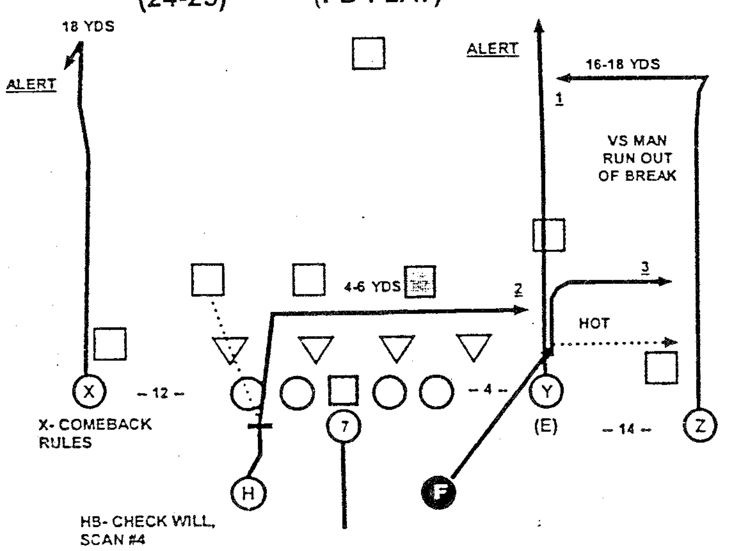
NOTES:

RED RIGHT (LEFT) <EAGLE>
22 (23) DAGGER E SEAM HB BURST
(24-25) (FB FLAT)

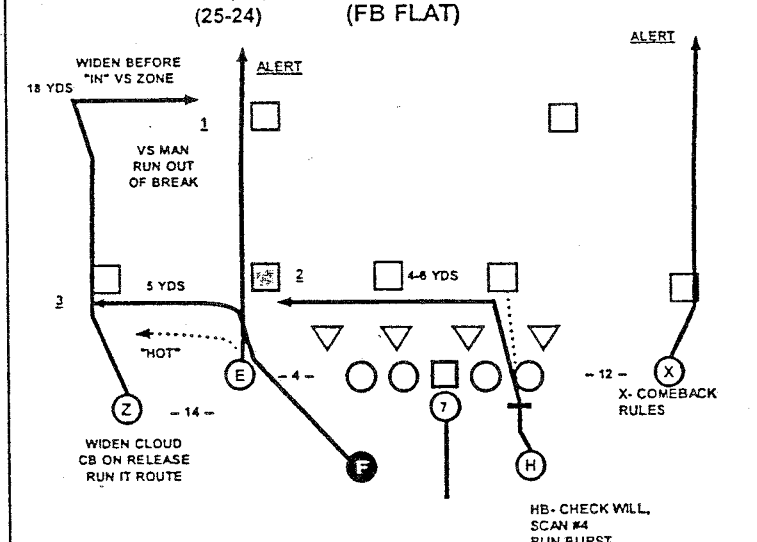
RoutE?



RED RIGHT (LEFT) <EAGLE>
22 (23) DAGGER Y SEAM HB BURST
(24-25) (FB FLAT)

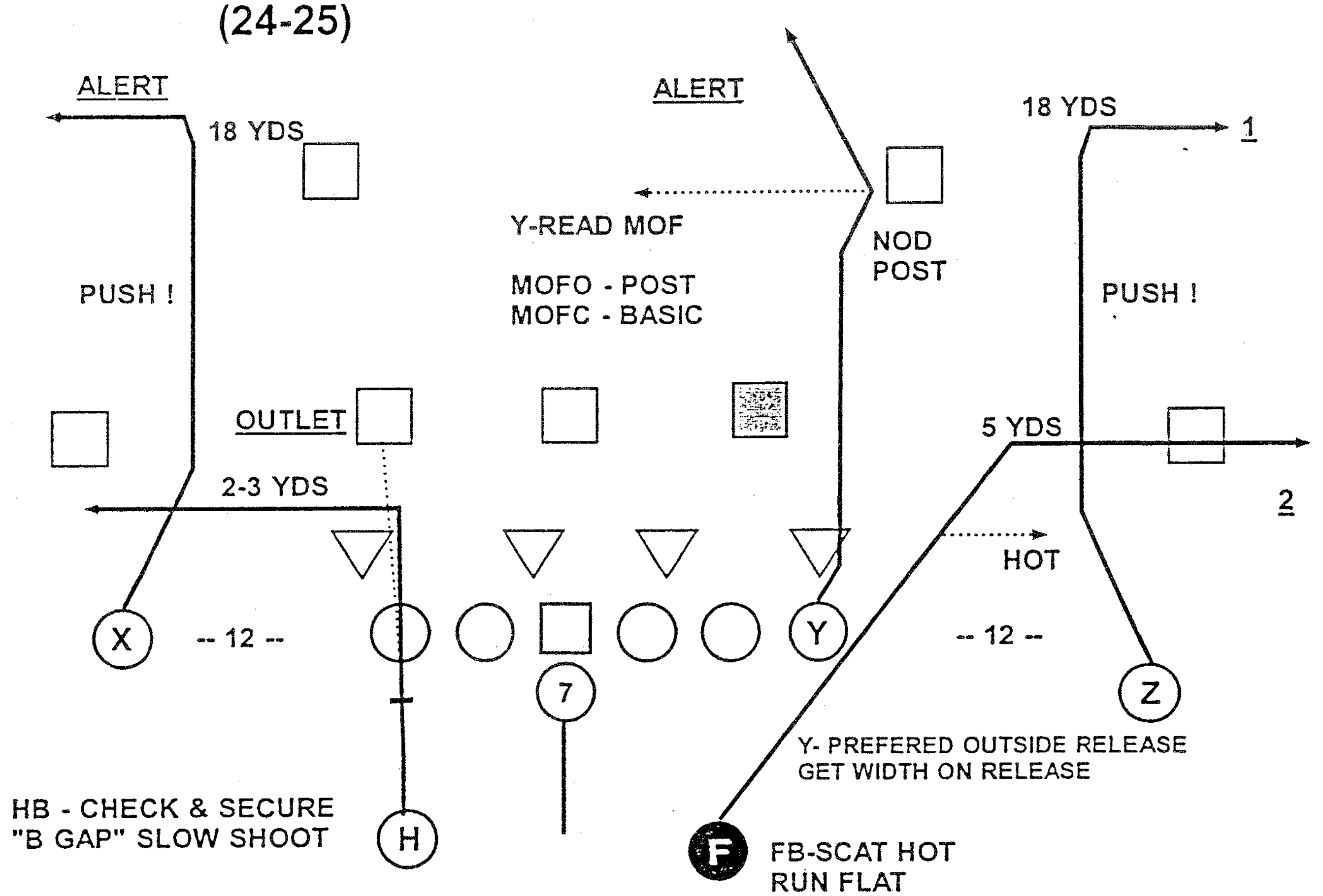


RED LEFT (RIGHT) <EAGLE>
23 (22) DAGGER E SEAM HB BURST
(25-24) (FB FLAT)

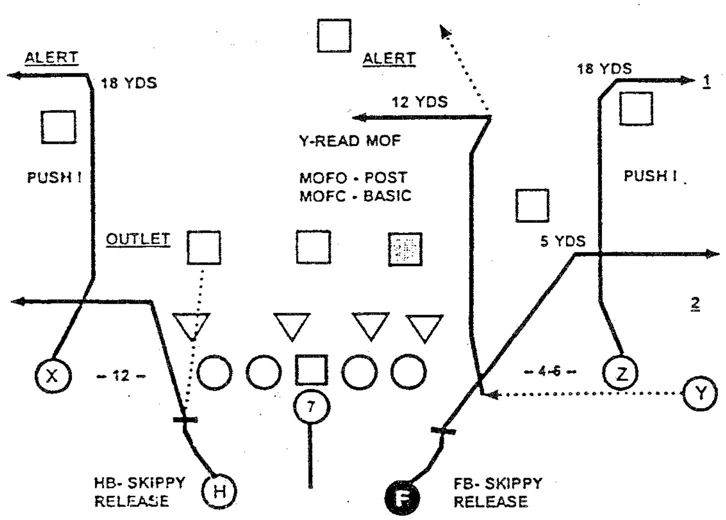


NOTES:

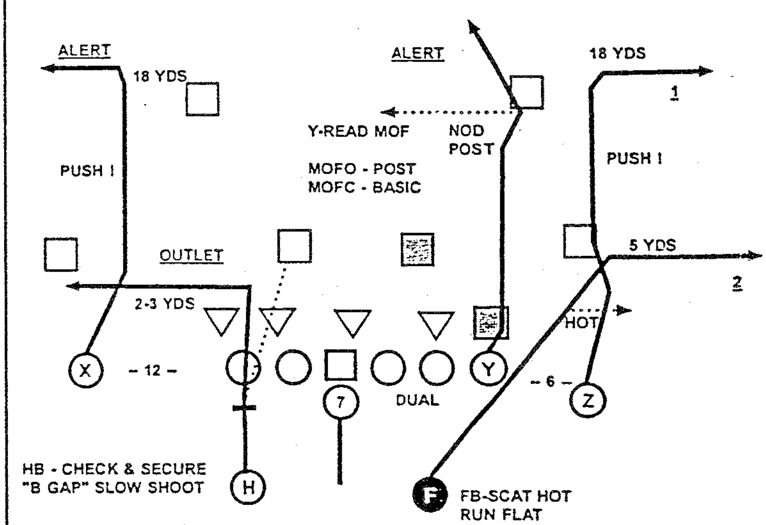
RED RIGHT (LEFT)
22 (23) DOUBLE BENCH FB FLAT
(24-25)



TIP RED RIGHT (LEFT)
24 (25) DOUBLE BENCH FB FLAT

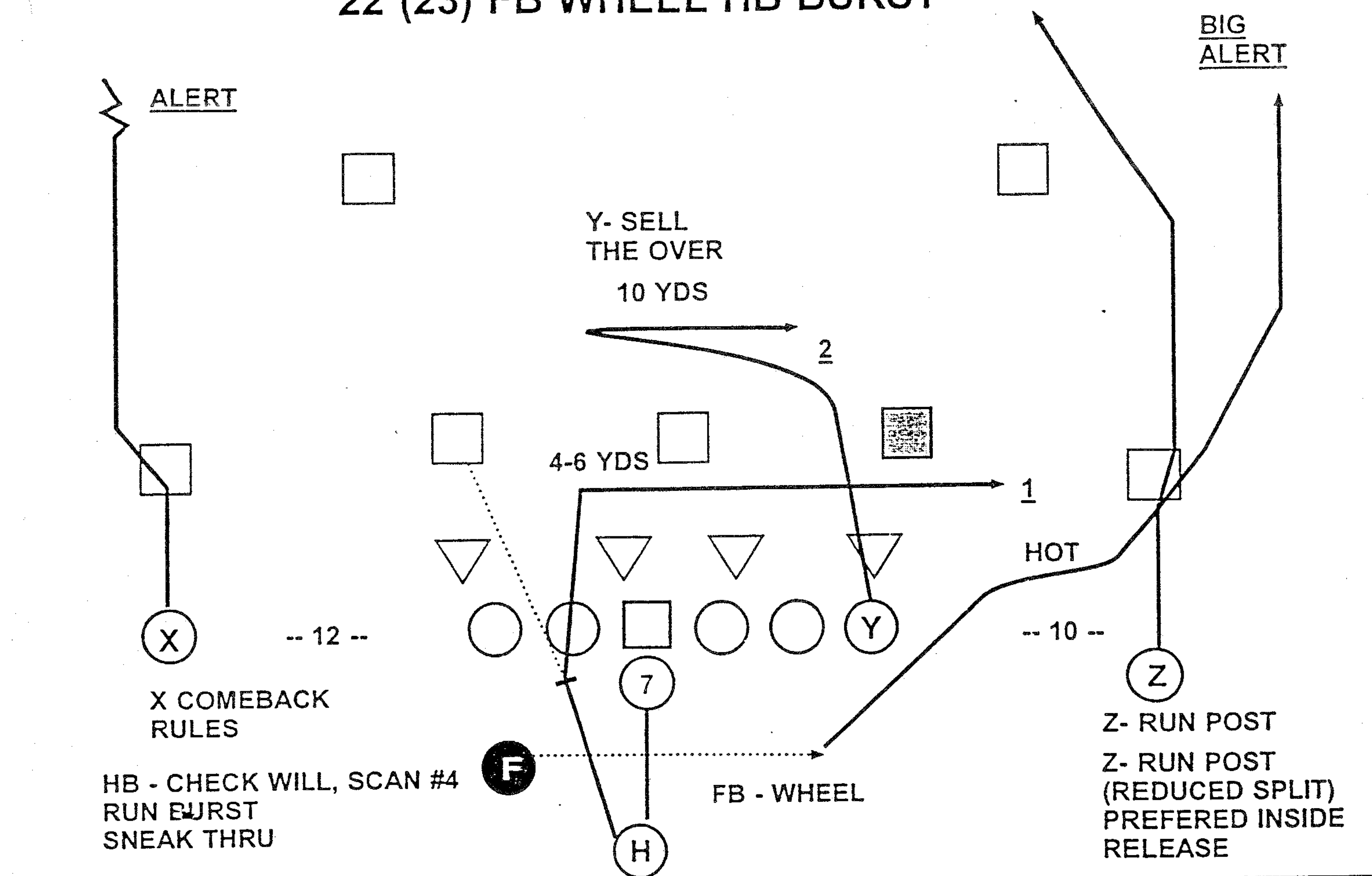


RED RIGHT (LEFT) CLOSE
22 (23) DOUBLE BENCH FB FLAT

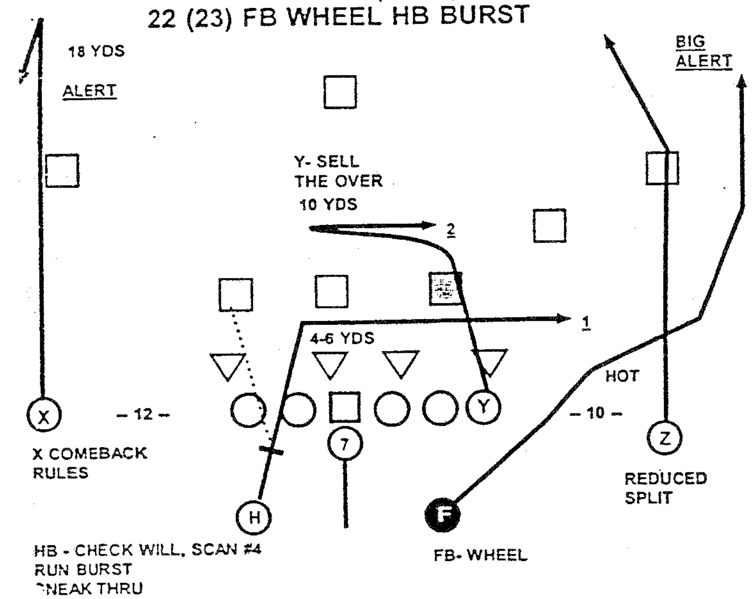


NOTES:

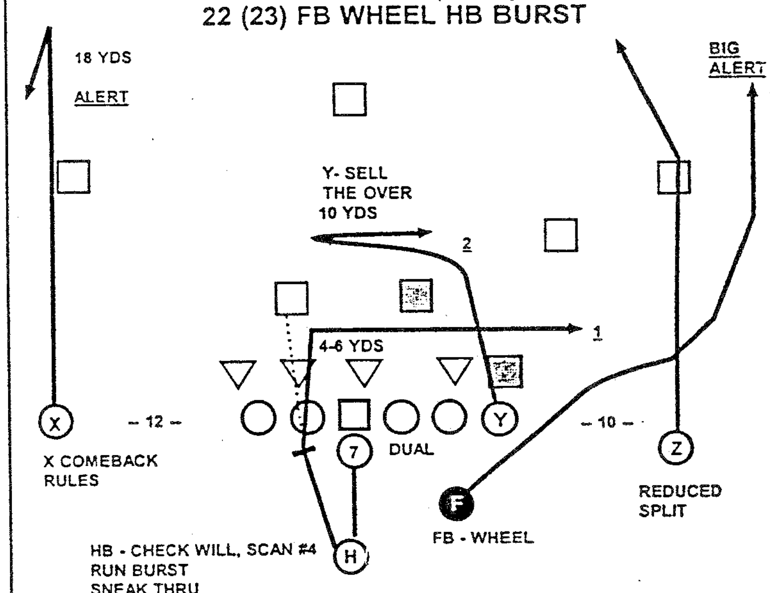
QUEEN RIGHT (LEFT) FUZZ
22 (23) FB WHEEL HB BURST



RED RIGHT (LEFT)
22 (23) FB WHEEL HB BURST

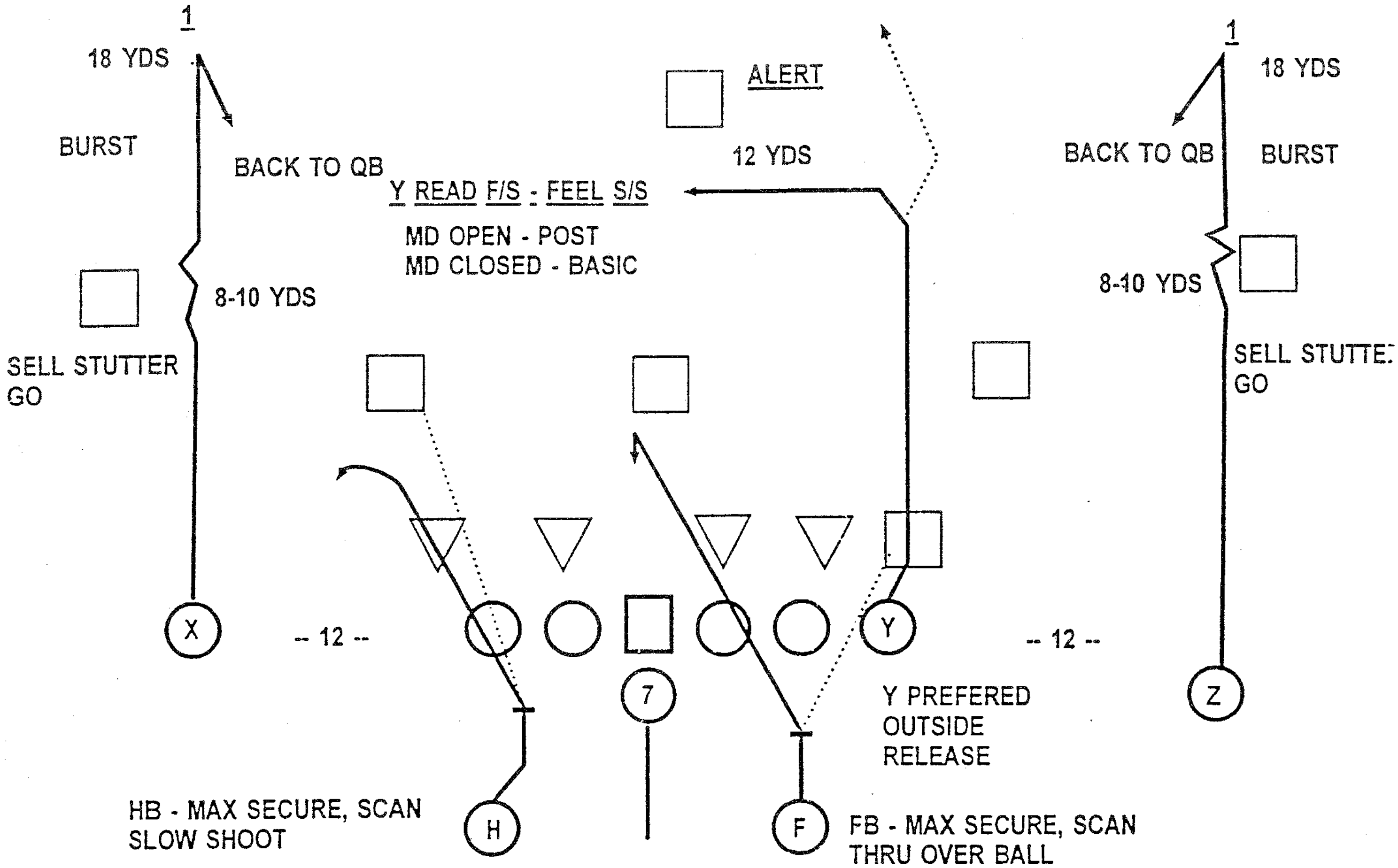


KING RIGHT (LEFT)
22 (23) FB WHEEL HB BURST

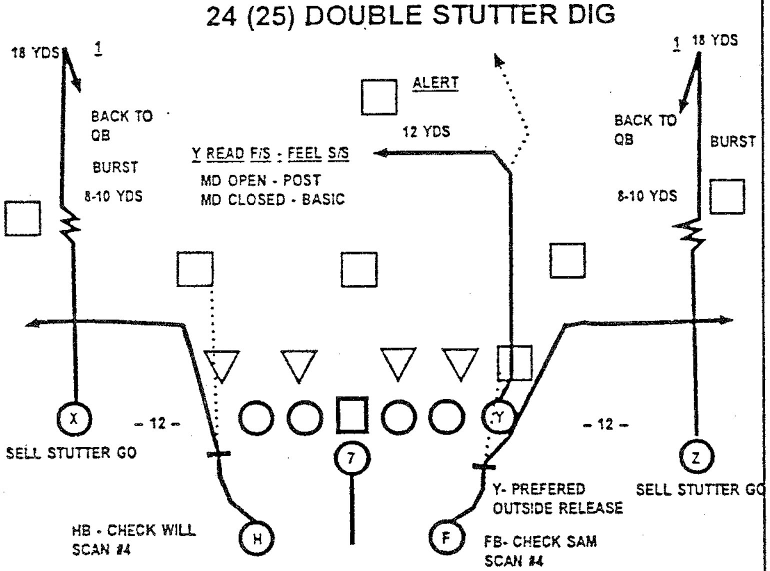


NOTES:

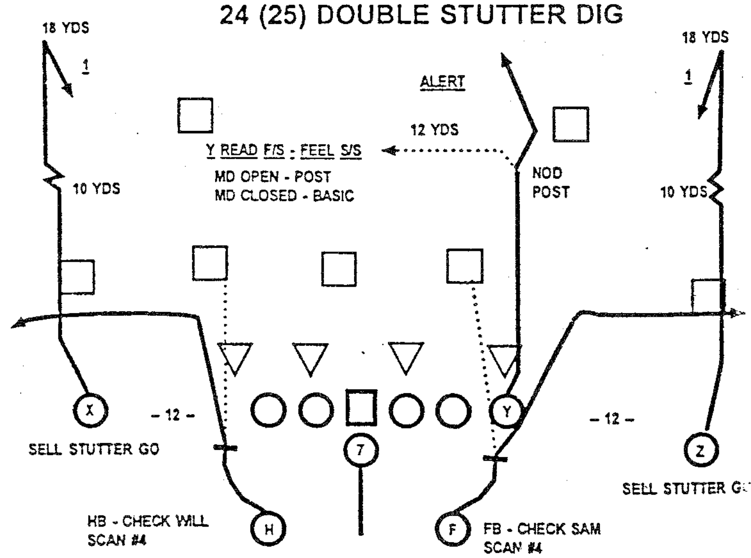
RED RIGHT (LEFT)
54 (55) DOUBLE STUTTER DIG



RED RIGHT (LEFT)
24 (25) DOUBLE STUTTER DIG

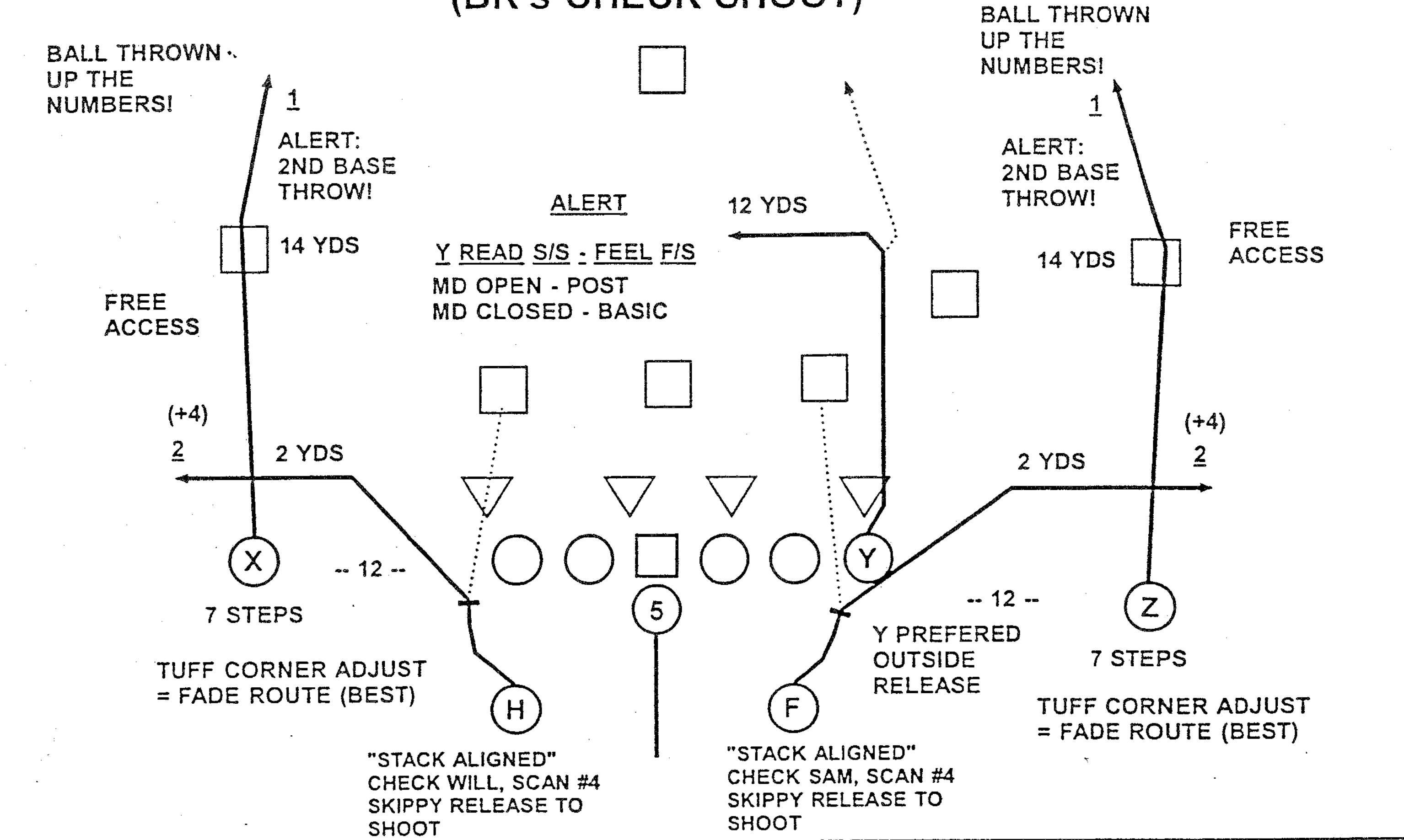


RED RIGHT (LEFT)
24 (25) DOUBLE STUTTER DIG

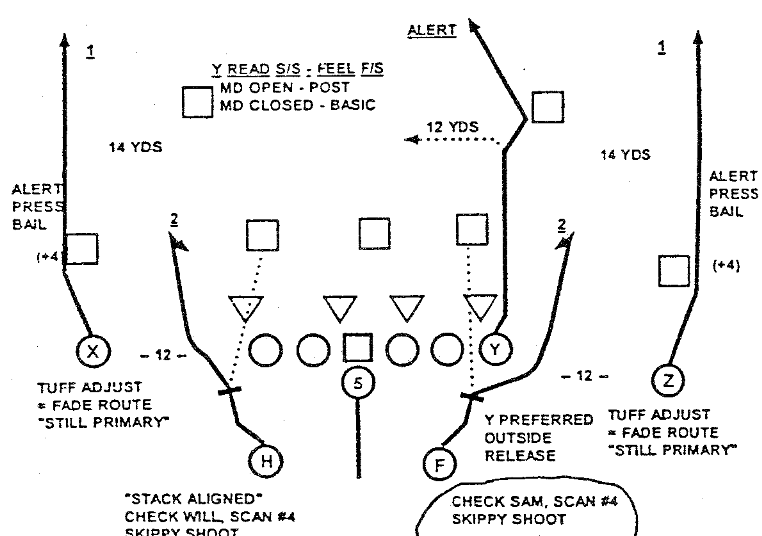


NOTES:

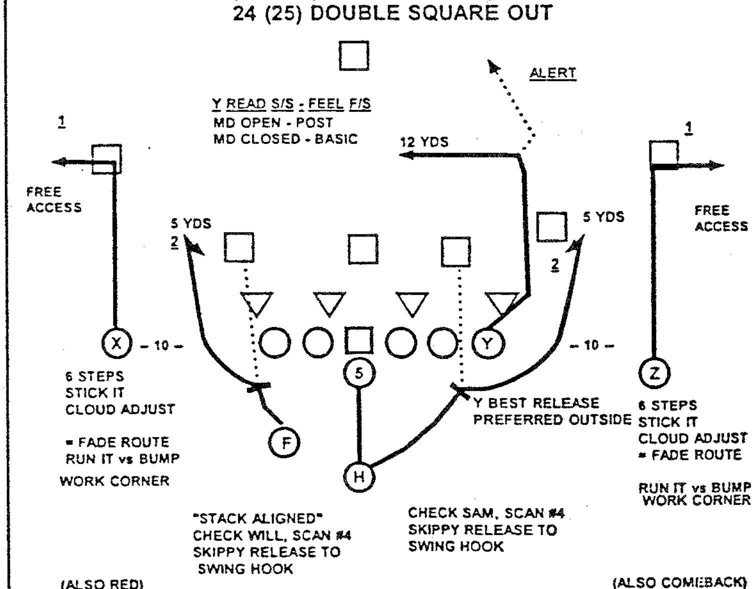
RED RIGHT (LEFT) (TRADE)
24 (25) DOUBLE GLANCE
(BK's CHECK SHOOT)



RED RIGHT (LEFT)
24 (25) DOUBLE GO



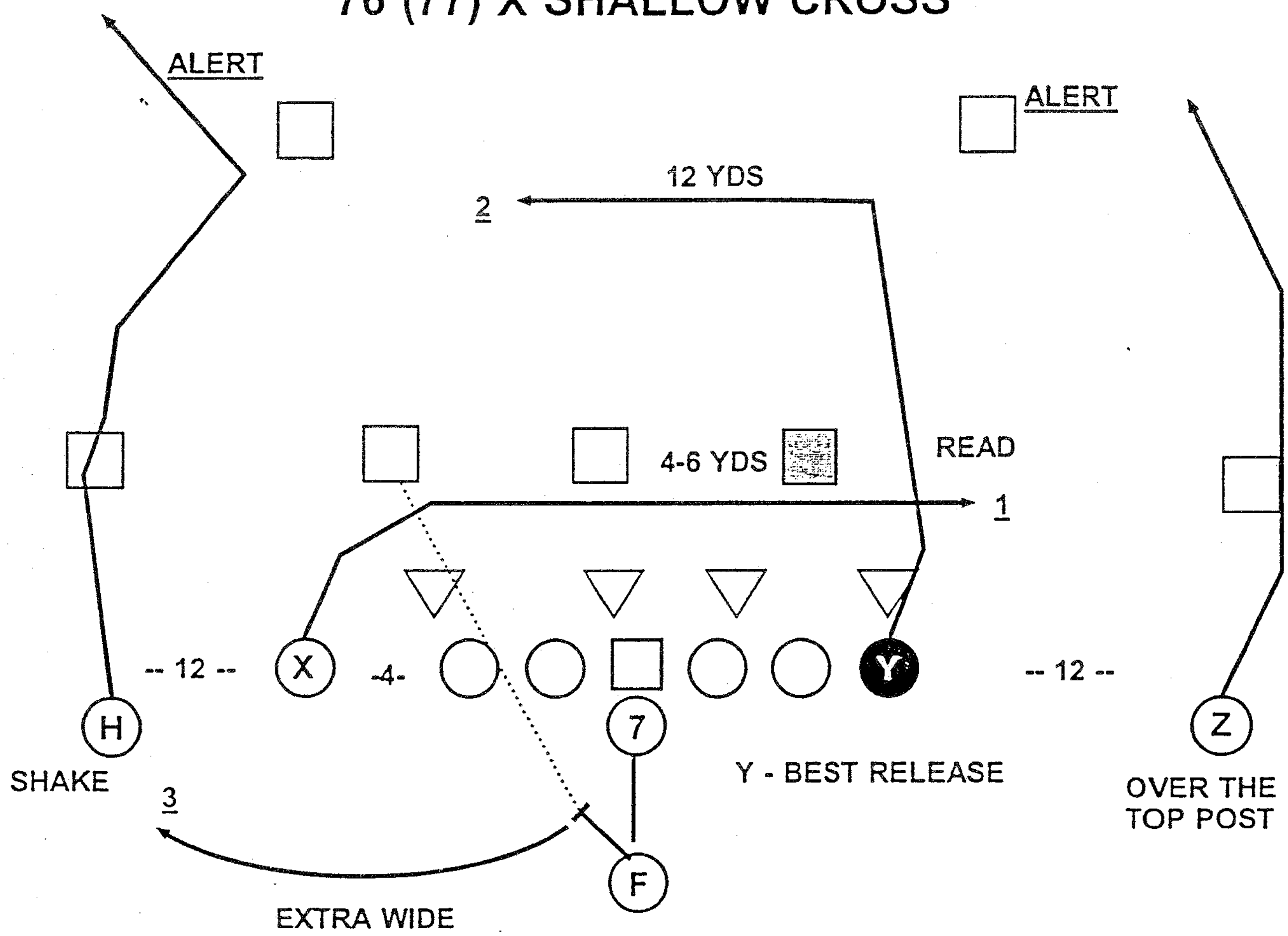
(TRADE) QUEEN RIGHT (LEFT)
24 (25) DOUBLE SQUARE OUT



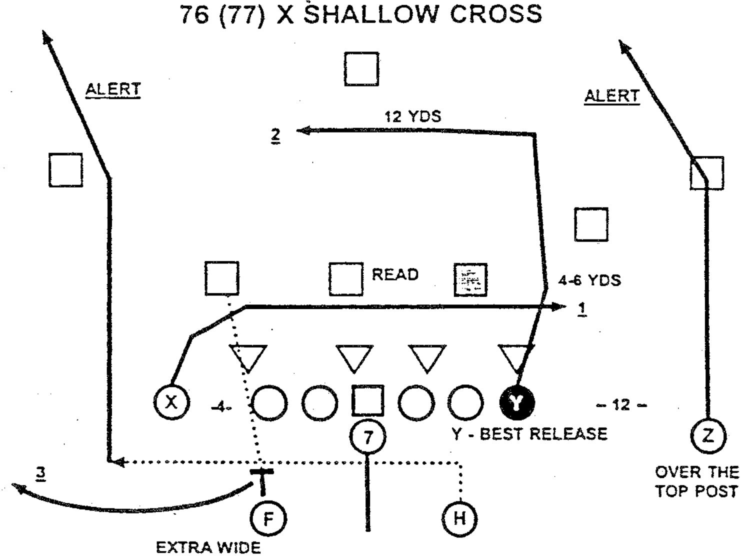
NOTES:

Shoot or outlet?

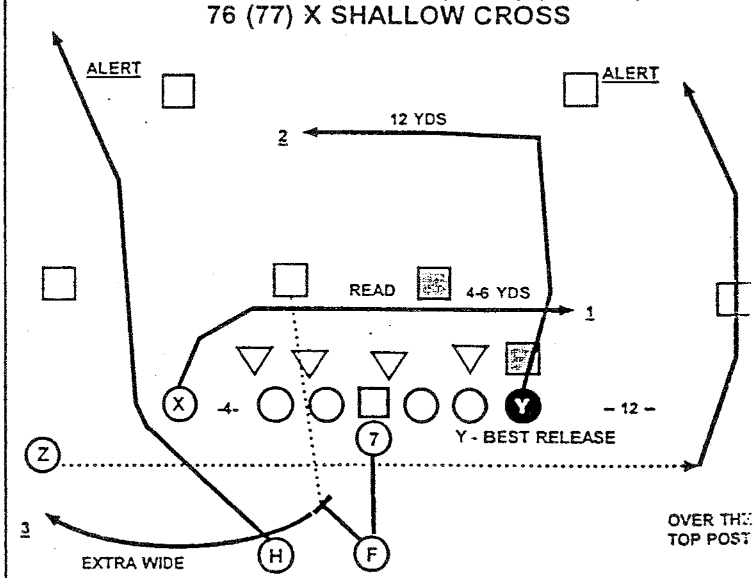
WIDER RIGHT (LEFT) 76 (77) X SHALLOW CROSS



CHANGE RIGHT (LEFT) (NASTY) C LEFT 76 (77) X SHALLOW CROSS



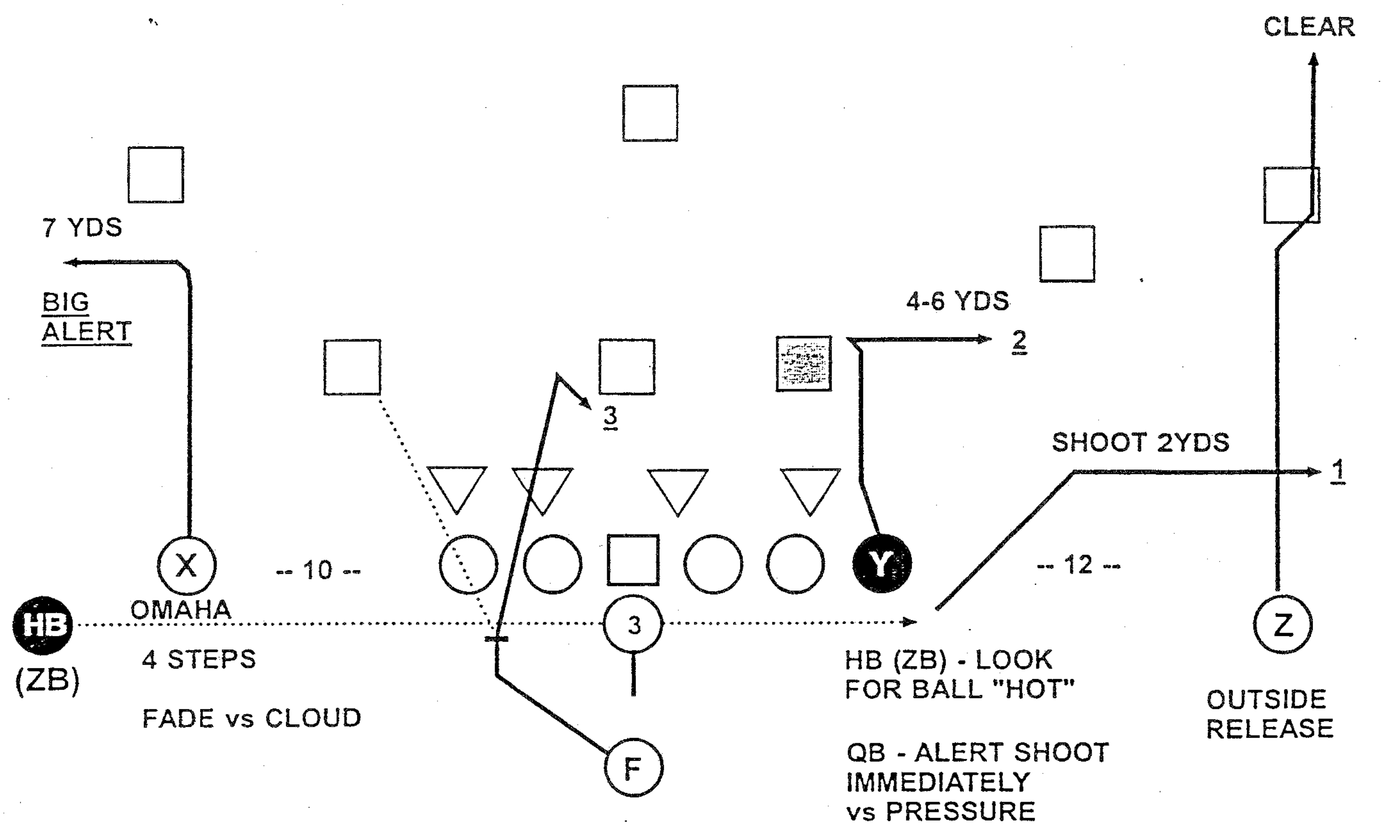
ZOOM BROWN RIGHT (LEFT) (NASTY) 76 (77) X SHALLOW CROSS



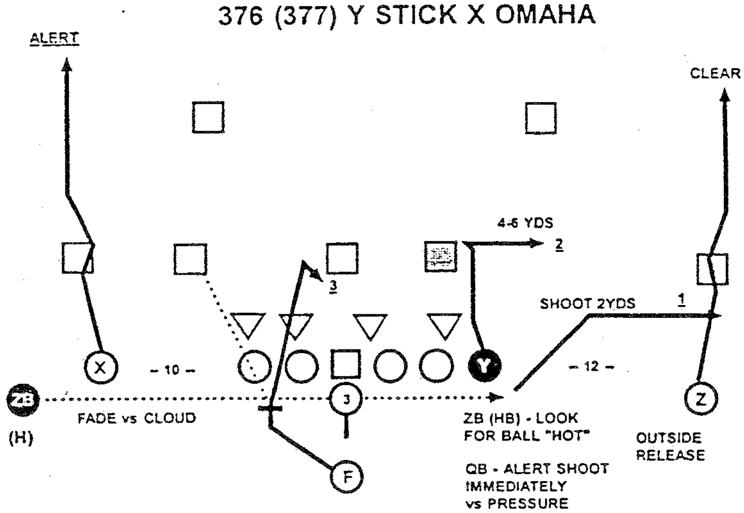
OVER THE TOP POST

NOTES:

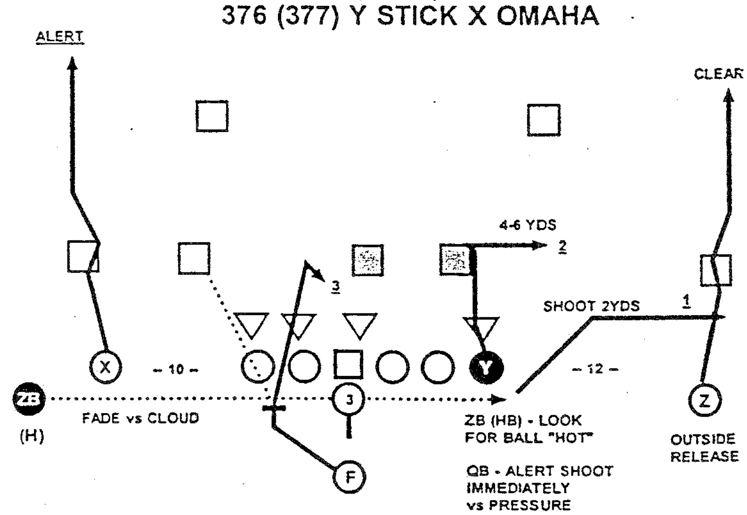
WIDER RIGHT (LEFT) HB RIGHT <ZB> 376 (377) Y STICK X OMAHA



WIDER RIGHT (LEFT) ZB RIGHT <ZB> 376 (377) Y STICK X OMAHA

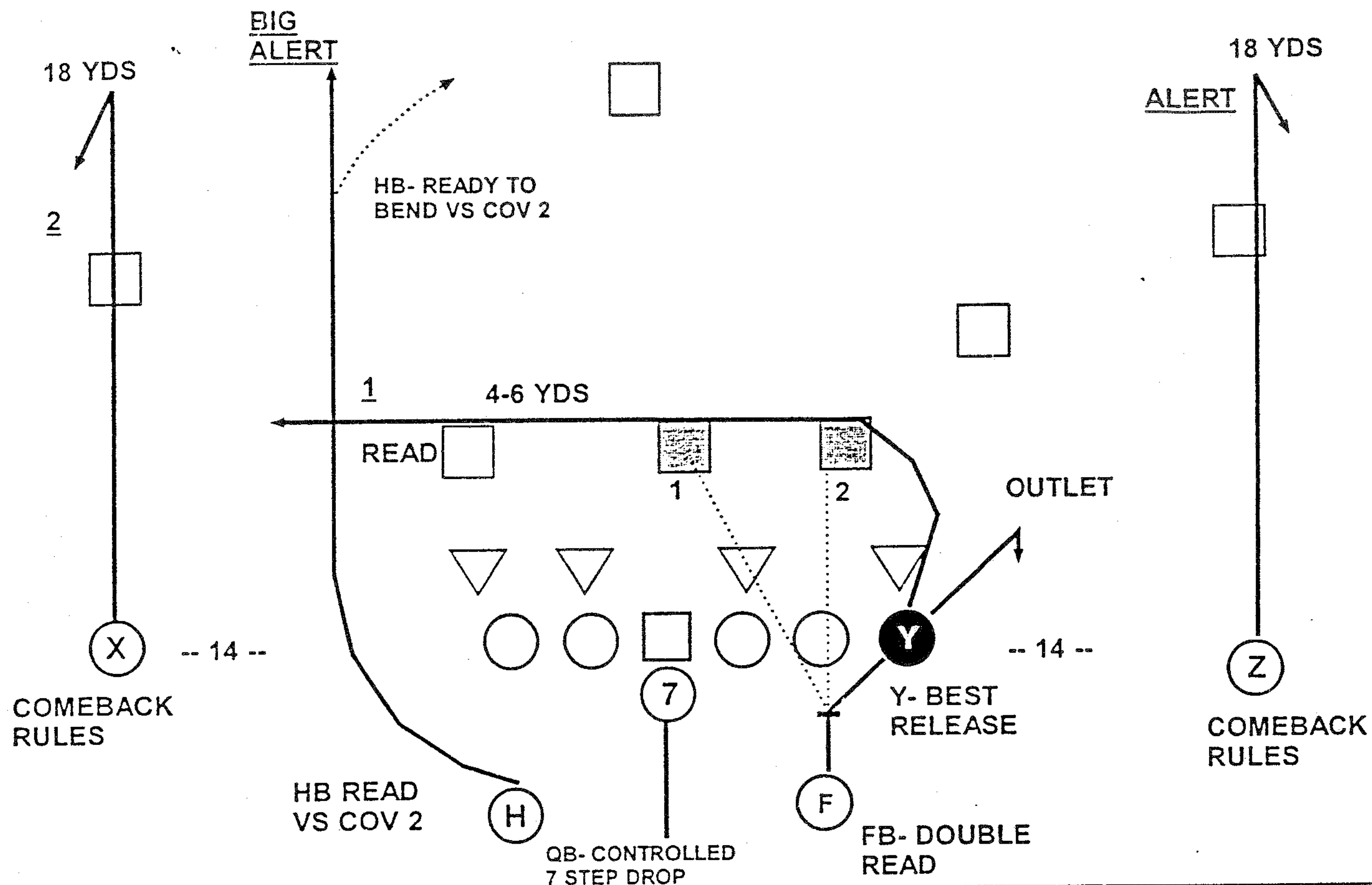


WIDER RIGHT (LEFT) ZB RIGHT <ZB> 376 (377) Y STICK X OMAHA

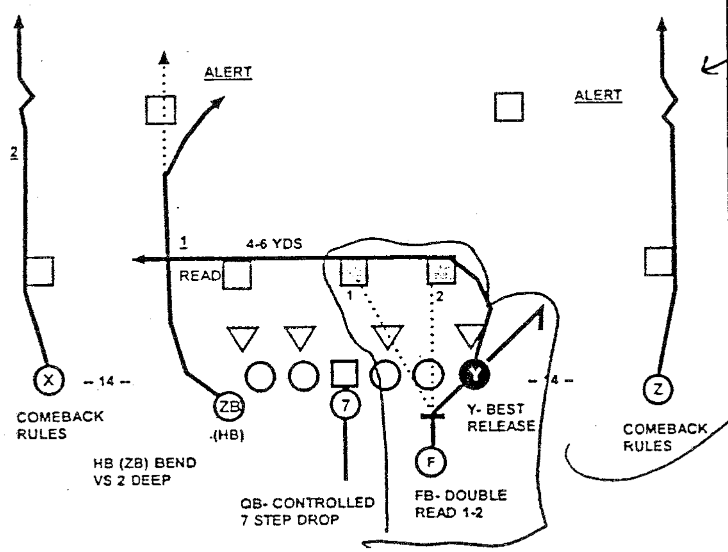


NOTES:

RED RIGHT (LEFT) <ZEB>
2 (3) JET HB ALLEY Y SHALLOW CROSS



WING RIGHT (LEFT) <ZEB>
2 (3) JET HB ALLEY Y SHALLOW CROSS



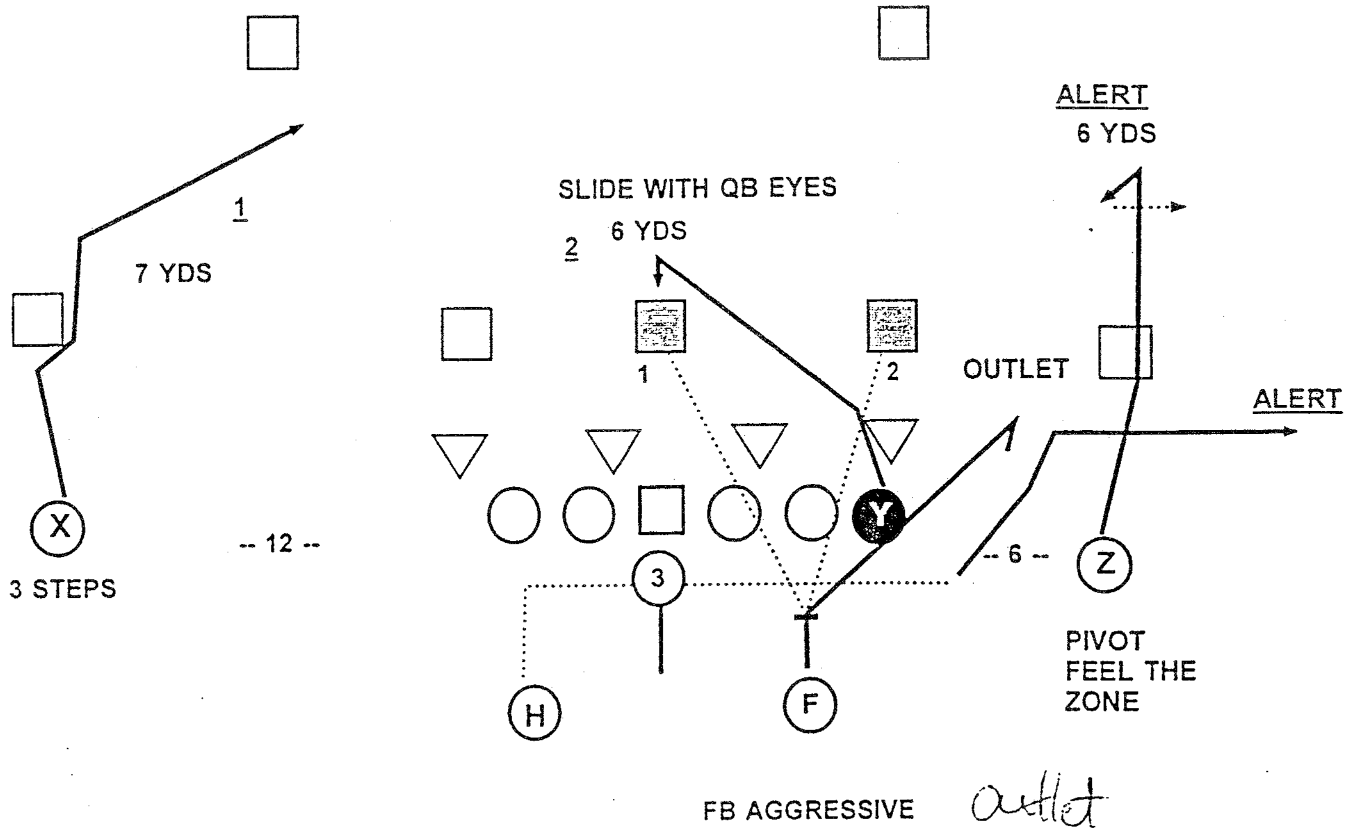
wing right 32 jet HB alley Y shallow cross?

(1) $

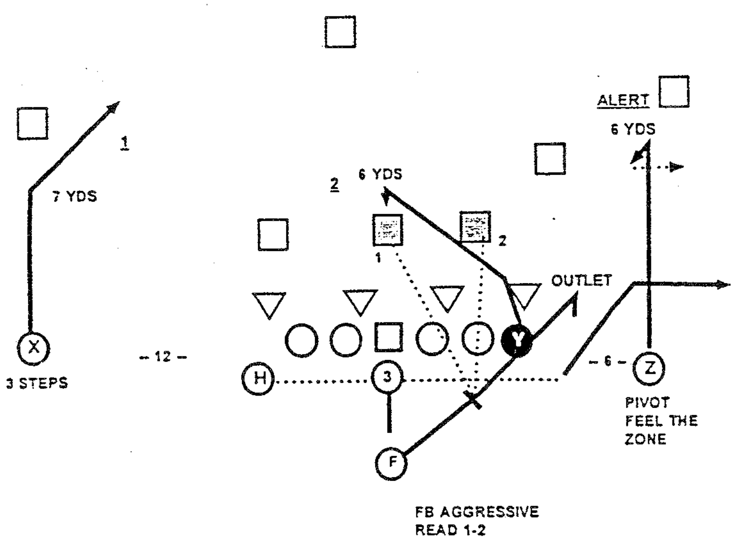
if it was wing left 3 jet HB alley Y shallow cross same route?

NOTES:

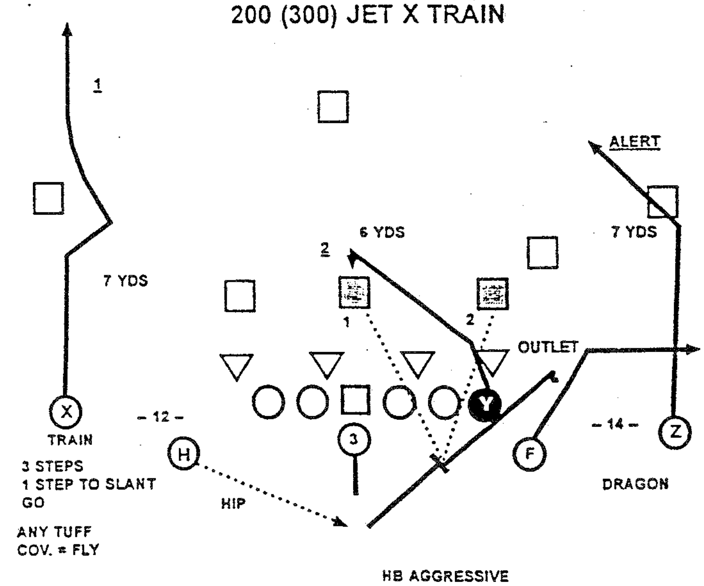
RED RIGHT (LEFT) CLOSE A RIGHT
200 (300) JET X SLANT



WING RIGHT (LEFT) CLOSE H RIGHT
200 (300) JET X SLANT

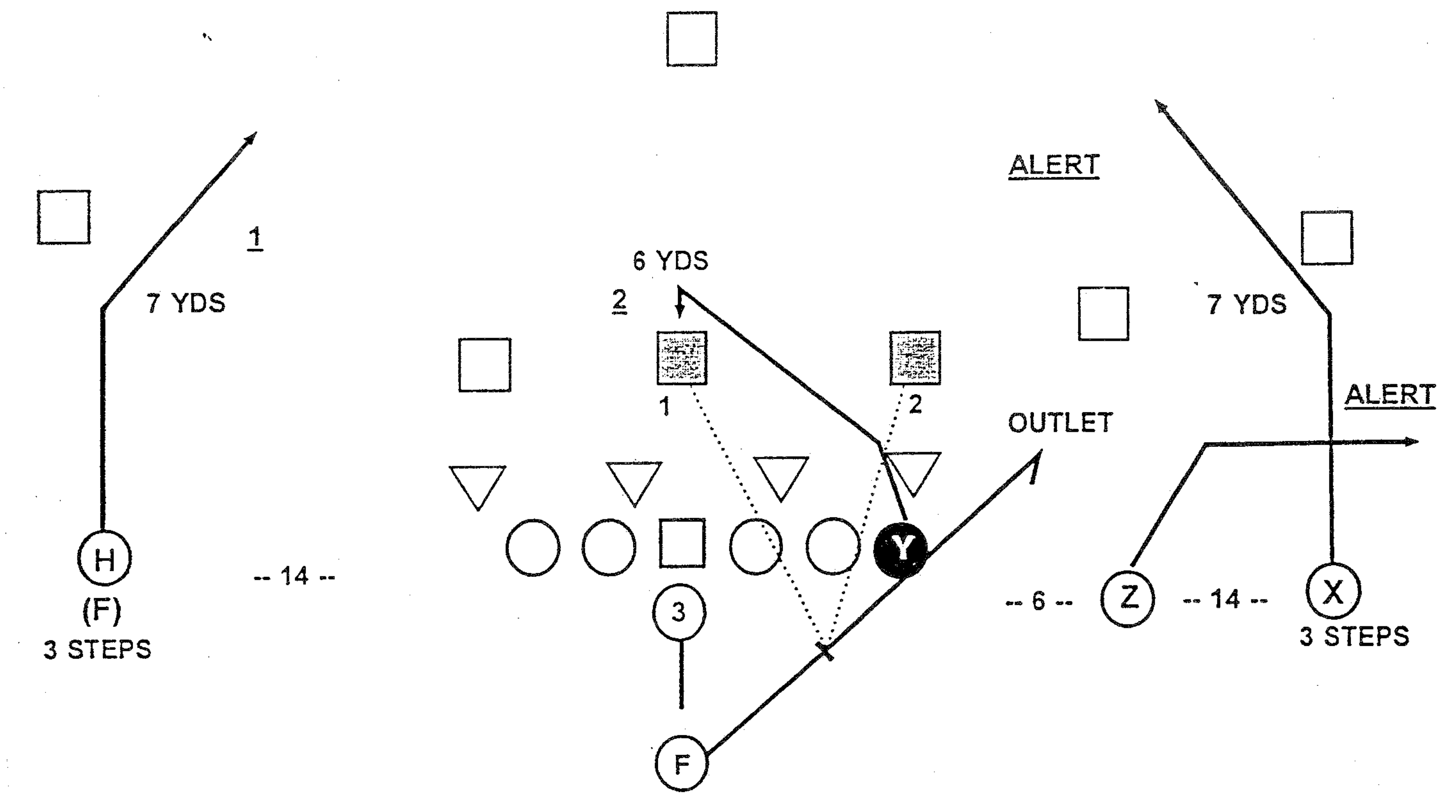


UP WIDE RIGHT (LEFT) HIP
200 (300) JET X TRAIN



NOTES:

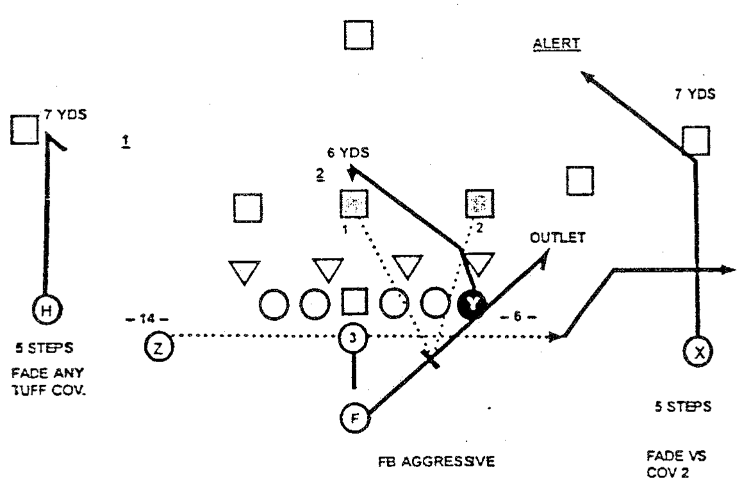
(F) WIDER RIGHT (LEFT) TWIN
200 (300) JET HB (FB) SLANT



(ALSO F WIDER TWIN)

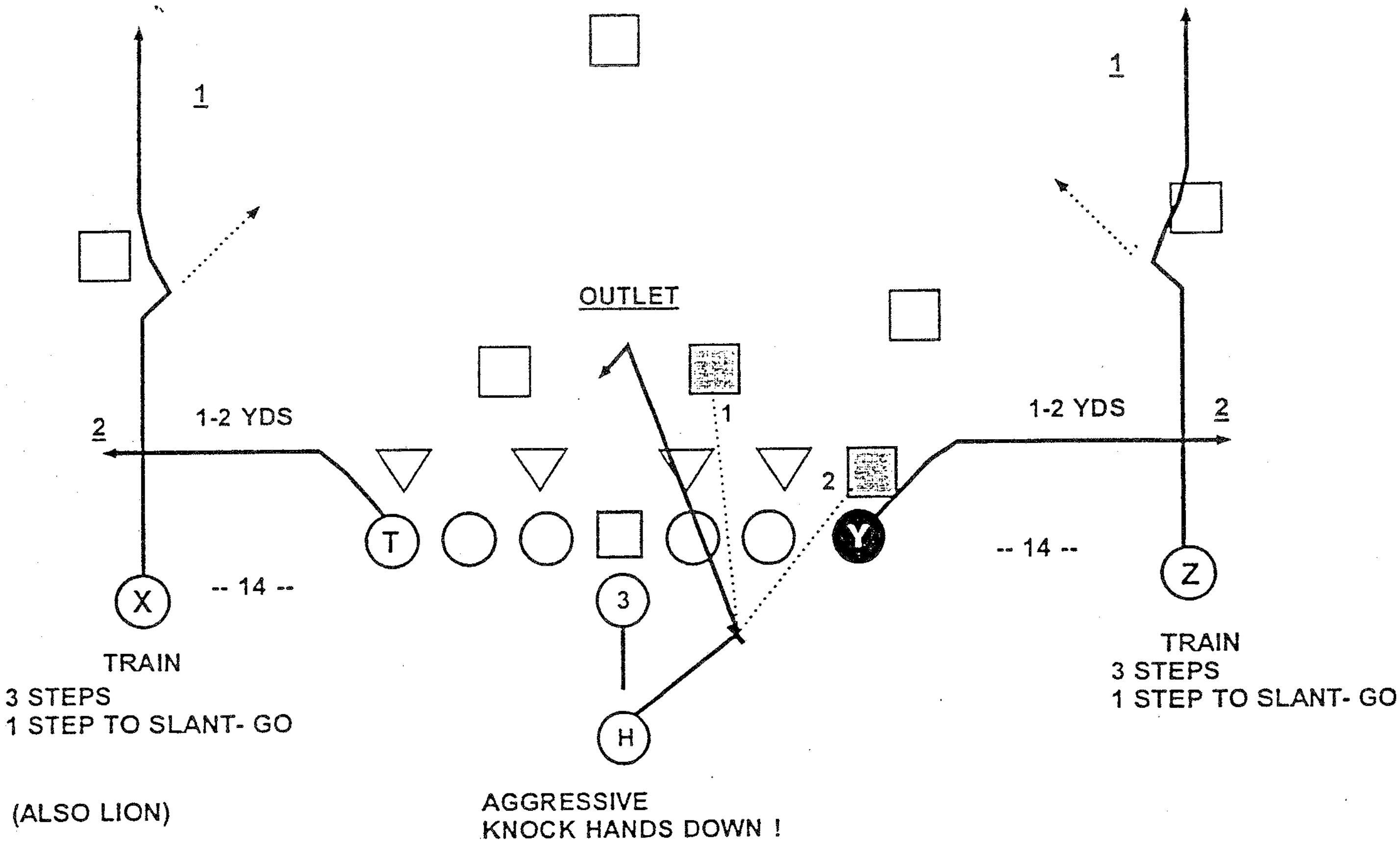
FB AGGRESSIVE

ZOOM WIDER RIGHT (LEFT) TWIN
200 (300) JET HB HITCH

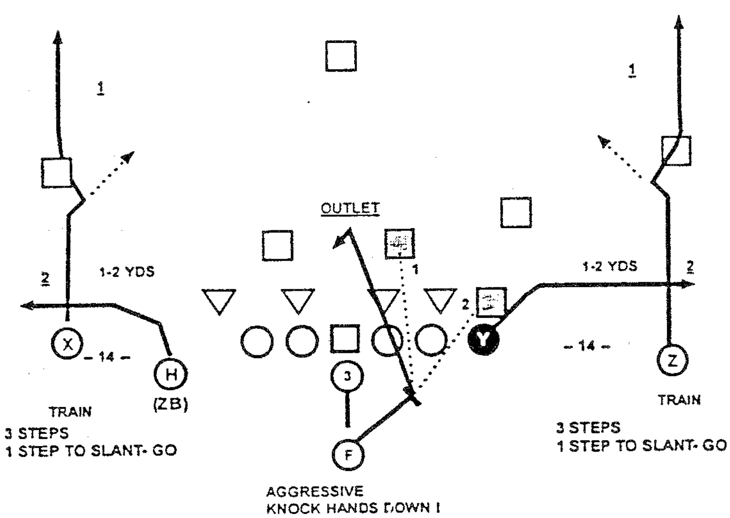


NOTES:

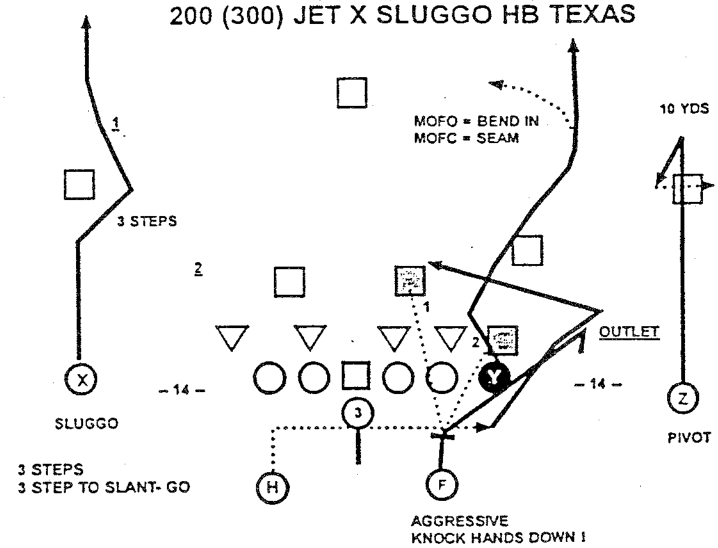
SOLO RIGHT (LEFT) <TIGER>
200 (300) JET DRAGON (TRAIN)



WIDE RIGHT (LEFT) <ZEB>
200 (300) JET DRAGON (TRAIN)

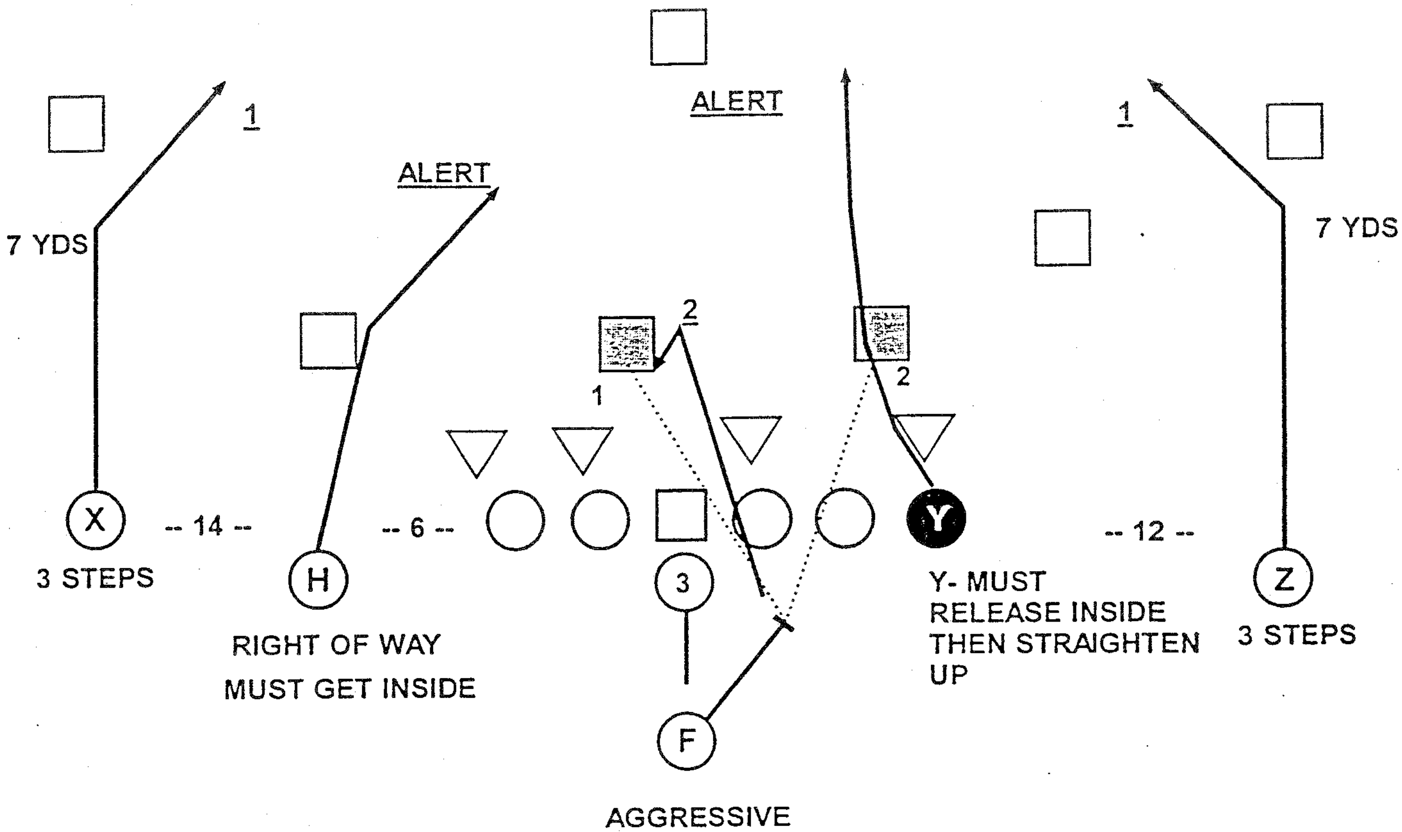


RED RIGHT (LEFT) A RIGHT (C LEFT)
200 (300) JET X SLUGGO HB TEXAS

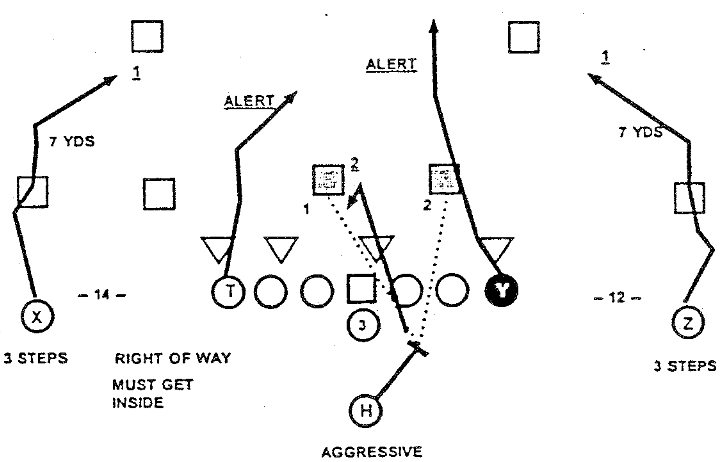


NOTES:

WIDE RIGHT (LEFT)
200 (300) JET LOOK SLANT (HB POP)
(LION)

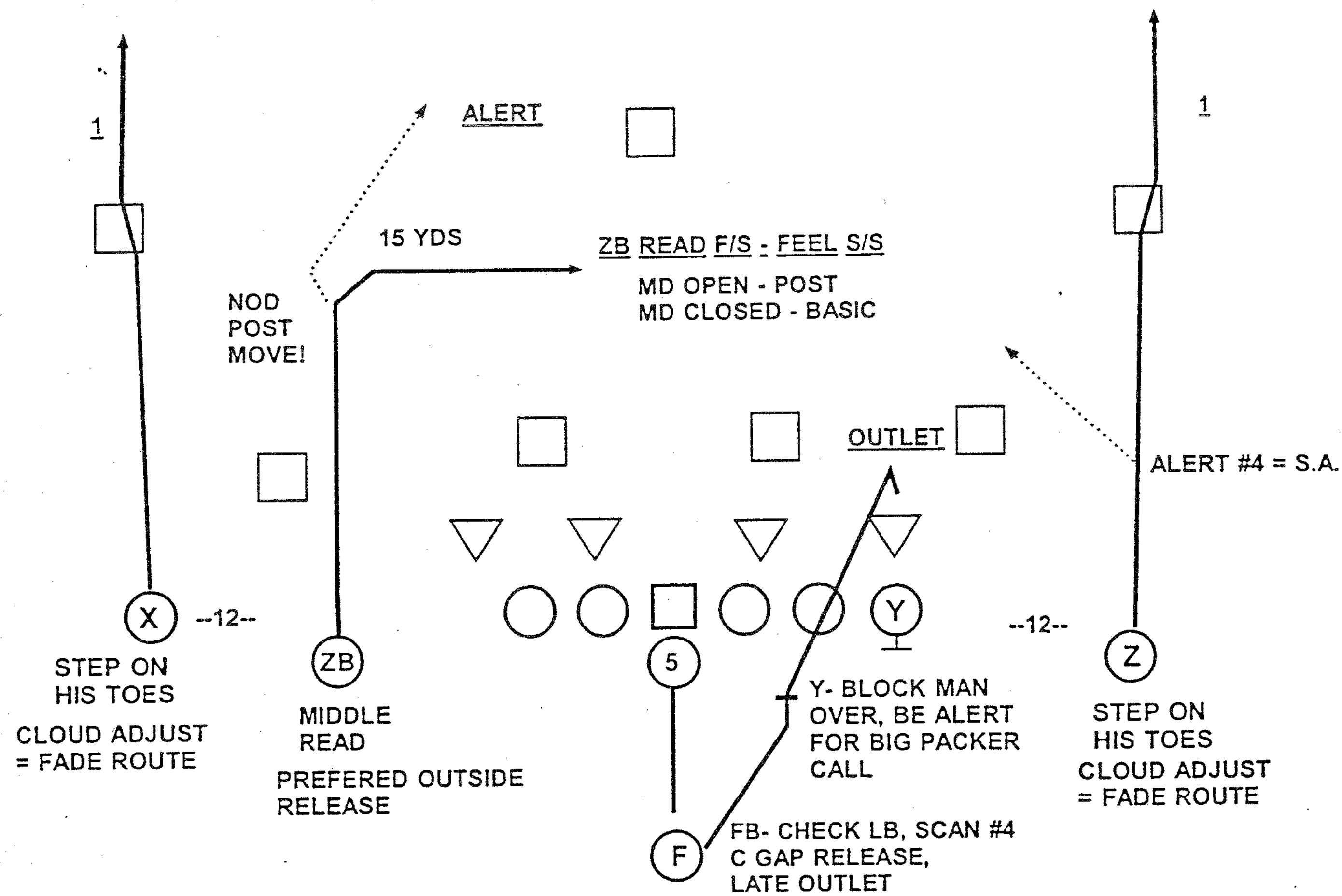


SOLO RIGHT (LEFT) <TIGER>
200 (300) JET LION (HB POP)

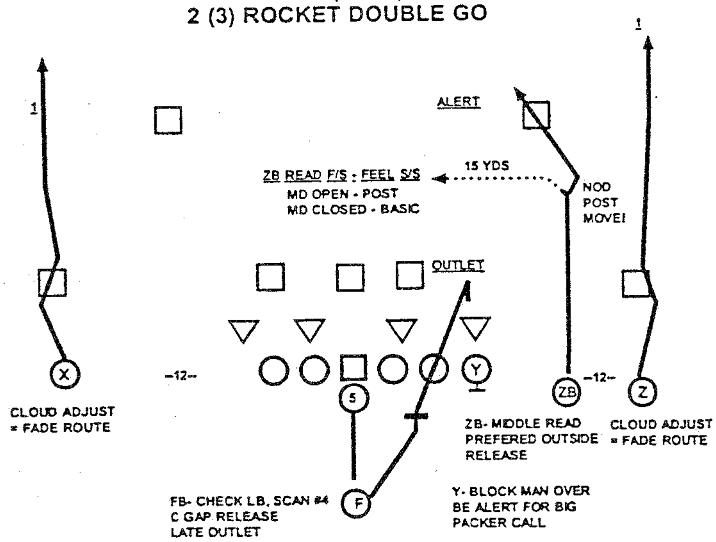


NOTES:

WIDE RIGHT (LEFT) <ZEB>
2 (3) ROCKET DOUBLE GO

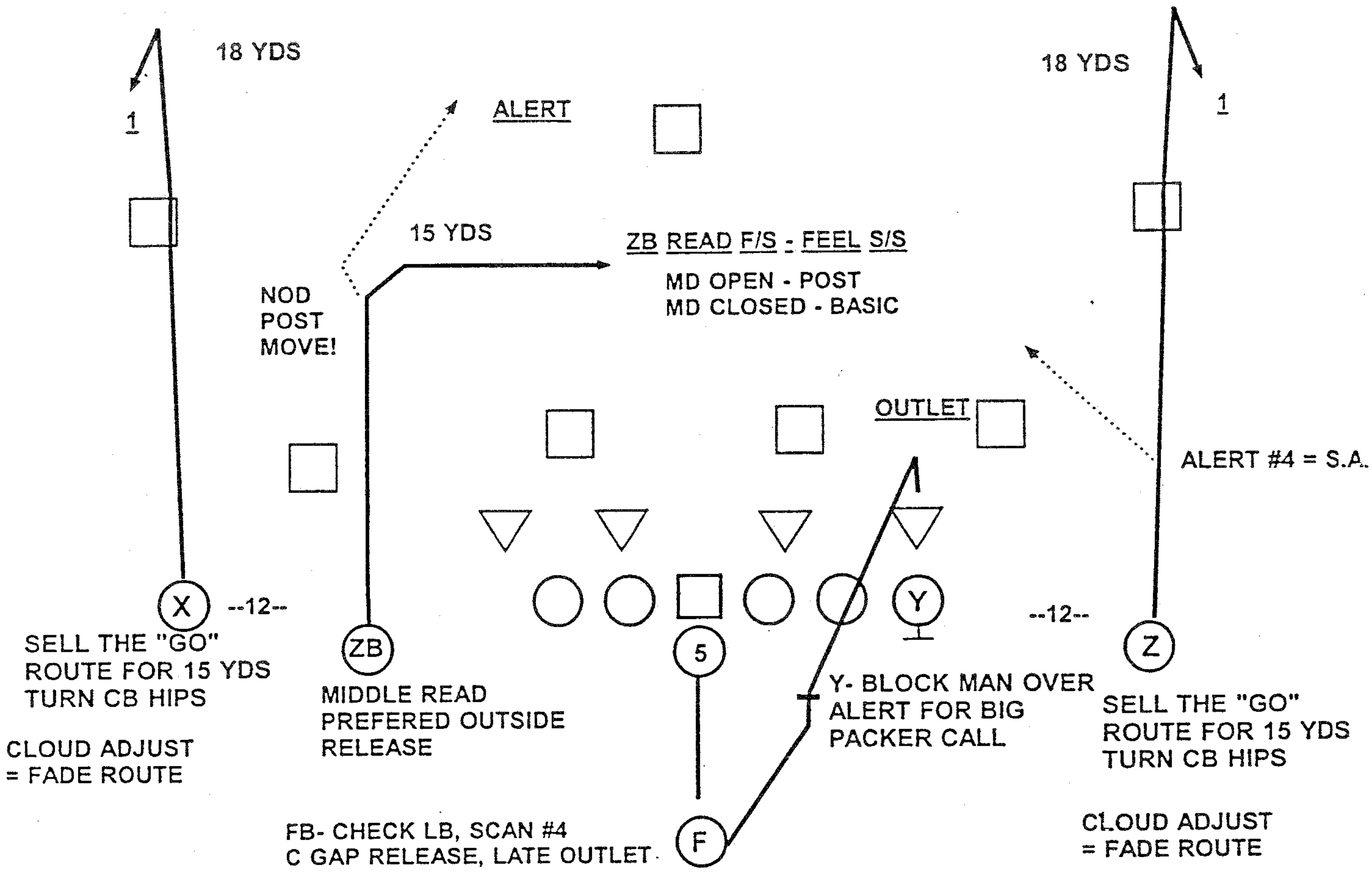


TREY RIGHT (LEFT) <ZEB>
2 (3) ROCKET DOUBLE GO

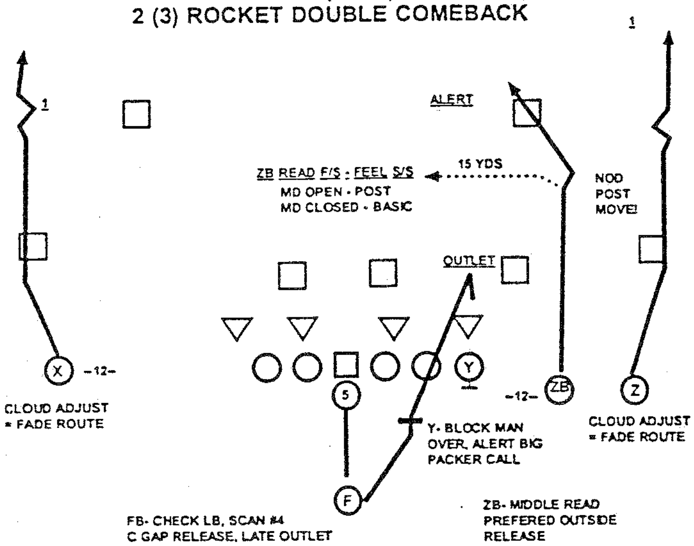


NOTES:

WIDE RIGHT (LEFT) <ZEB>
2 (3) ROCKET DOUBLE COMEBACK

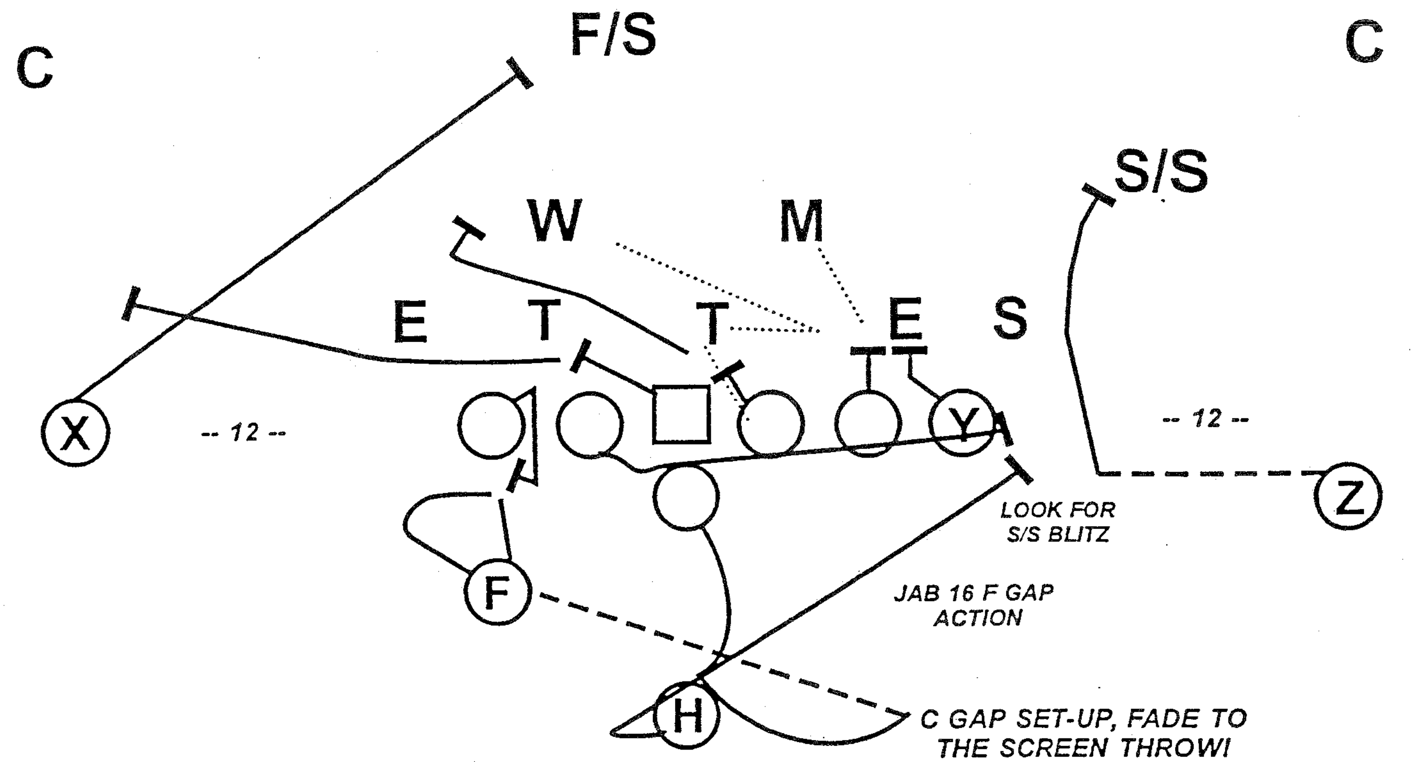


TREY RIGHT (LEFT) <ZEB>
2 (3) ROCKET DOUBLE COMEBACK



NOTES:

ZIP QUEEN RIGHT
JAB 16 F GAP SCREEN LEFT TO THE FB



NOTES:

NEW YORK JETS

MINI-CAMP #2
2001

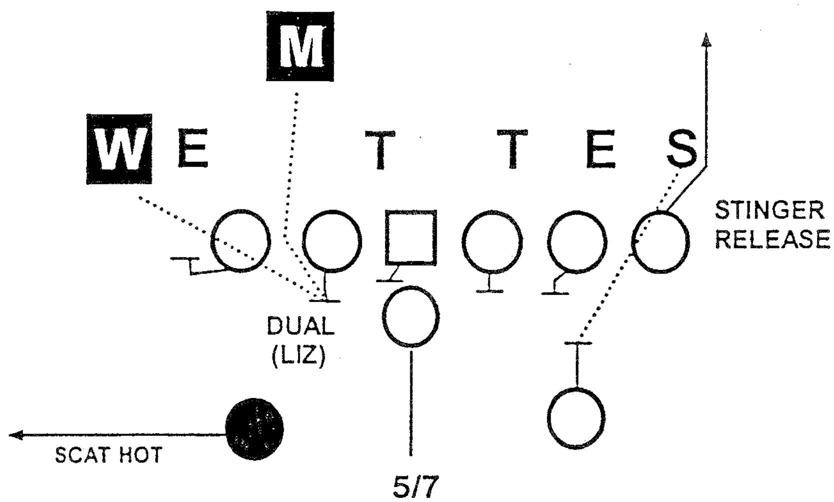
PROTECTIONS
1-A

NEW YORK JETS

20/21 (320/321) PROTECTION

BACKS DIVIDE - HB SCAT HOT RELEASE

320/321 = AGGRESSIVE BASE!



HB SCAT HOT. ALERT FOR BALL vs. WILL DOG (DB BLITZER).

FB CHECK SAM, SCAN #4. B GAP RELEASE.

Y STINGER RELEASE INTO YOUR ROUTE, WITH POSSIBLE STAY CALL.

QB DROP VARIES WITH PLAY. vs. FULL DOG LOOK TO HB - HOT! vs. COVERED GUARD NO DBL READ.

70/71 (370/371) PROTECTION

BACKS FLOW WEAK - HB SCAT FREE - FB SCAT HOT

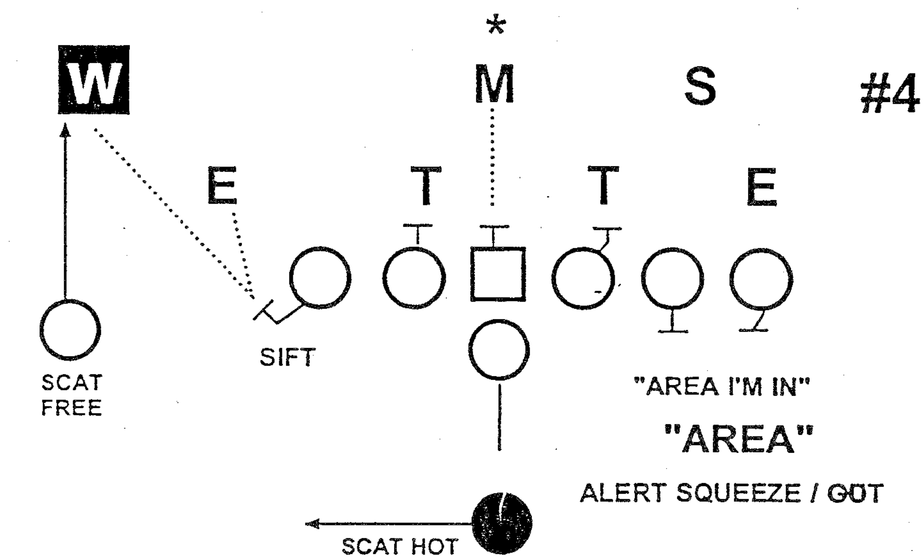
HB SCAT FREE RELEASE.

FB (SINGLE BK) SCAT HOT. ALERT FOR BALL vs. WILL DOG (DB BLITZER).

Y BLOCK MAN OVER #3, MAN/AREA WITH TACKLE. ALERT POSSIBLE SQUEEZE. 'GO' = OUTLET LATE!

QB DROP VARIES WITH PLAY. FULL DOG HOT TO WEAK BACK.

ALERT: #4 STR. RED FLAG!

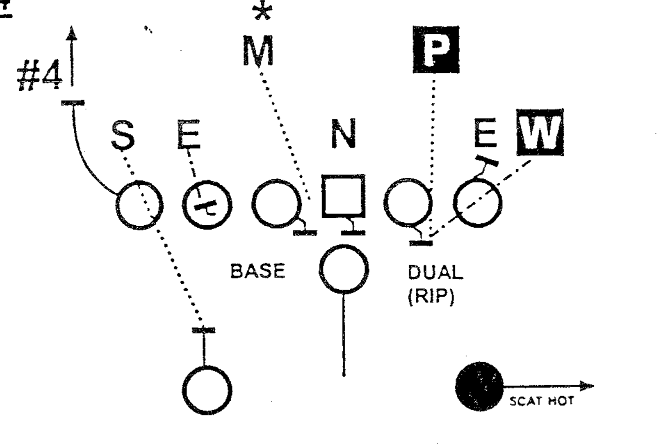


NEW YORK JETS

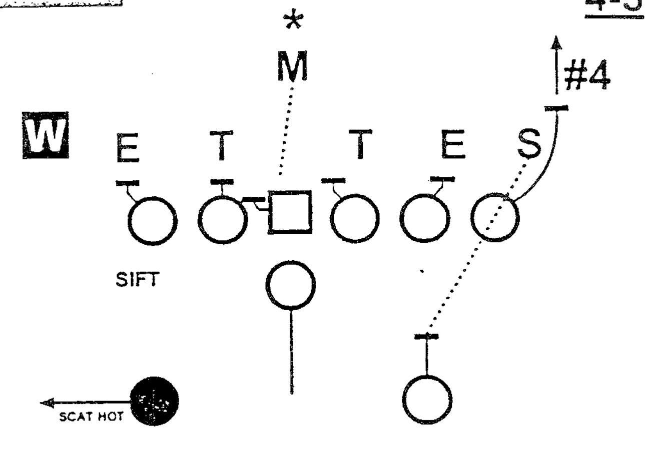
SERIES	PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	20/21 320/321	RED KING

320 (321) AGGRESSIVE

34



4-3



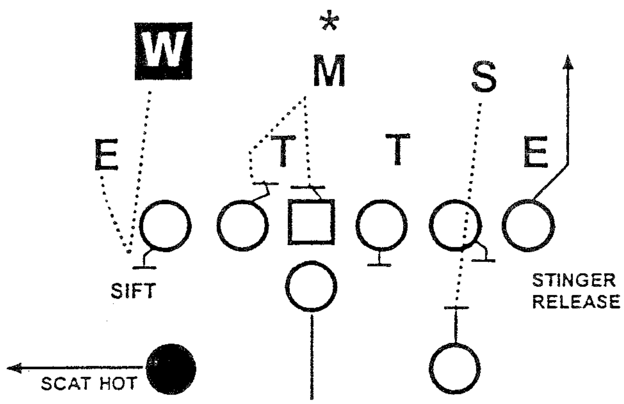
Y	**STINGER RELEASE** - RUN ASSIGNED ROUTE. "OPEN" NO STINGER RELEASE! ALERT "STINGER" RELEASE vs #4 (SS/SC) CREATED FROM THE SECONDARY, OR FROM A SLIDED FRONT, WHEN #4 ENTERS THE BOX = // COLT & LUCKY = STAY ALERT "SCORE" CALL vs SINK/BEAR/CUB, TE BLOCKS PENETRATOR. OUT CALL vs. NK.
T	**STRONGSIDE** - <TIG> FORMATION, ASSUME FB RULES ON 24/25 PROTECTION (BASE). ALERT MOTION. **WEAKSIDE** - RUN ASSIGNED ROUTE
ONSIDE TACKLE	BLOCK DE. POSS. SIFT. ALERT: BRING IT, SINK OUT.
ONSIDE GUARD	BLOCK #1 - IF UNCOVERED DUAL ALERT: SINK, BRING IT.
CENTER	BLOCK #0, MIKE DECLARATION (POSSIBLE LUCKY / RINGO // COLT) ALERT: SINK DOWN TO MIKE
OFFSIDE GUARD	BLOCK #1 - ALERT: GAP CALL. ALERT: SINK DOWN TO MIKE.
OFFSIDE TACKLE	BLOCK - DE: ALERT: SINK DOWN TO MIKE - AREA - OUT
FULLBACK *STRONG BACK*	**BASE PROTECTION RULES:** BLOCK SAM, SCAN #4 (SS / SC), ALERT TACKLE BUBBLE, BLOCK "T" BUBBLE LBER. ALERT "G" BUBBLE POSSIBLE FAN, BLOCK "G" BUBBLE LBER. "B" GAP PRESENCE RELEASE TO CHECKDOWN. ALERT: GAP. ALERT STINGER RELEASE TE BLOCKS #4, ALERT S/S IN BOX TO BECOME #3, = "STAY" CALL. ALERT "SCORE" CALL vs BEAR/CUB (CHOKE), TE BLOCKS PENETRATOR.
HALFBACK *WEAK BACK*	**SCAT HOT RELEASE:** KEY 1ST LB'er TYPE FROM OUTSIDE/INSIDE (TURN YOUR HEAD). HOT VS LB'er. WILL DOG, STAY ON YOUR ROUTE COURSE. ALERT TACKLE BUBBLE, HOT LB'er TYPES IN TACKLE BUBBLE. ALERT: LUCKY // RINGO CALL = HOT OFF #4 (WIDEST MAN).

SERIES		PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	**MC#2**	20/21 320/321	RED KING

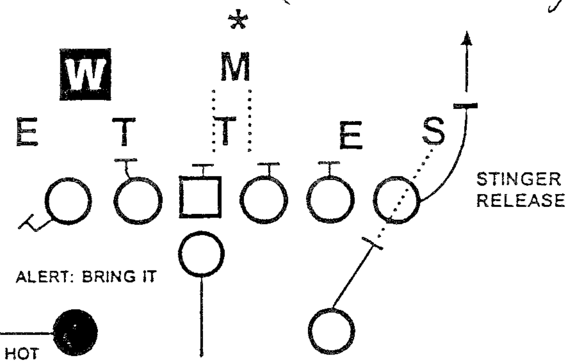
320/321 = AGGRESSIVE DUAL

ALERT: TE STAY CALL

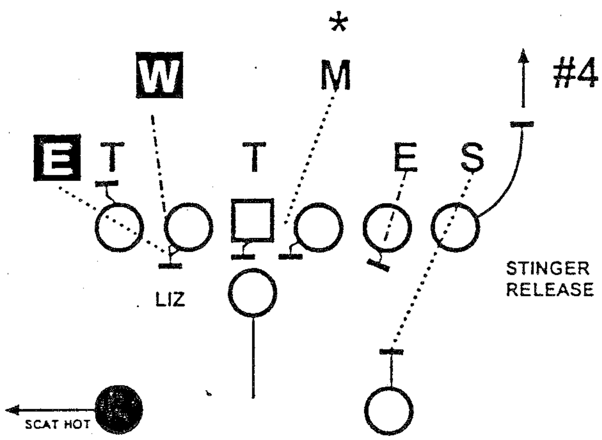
59



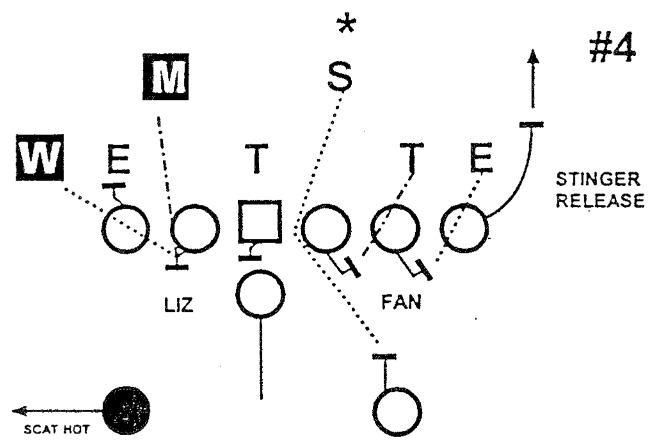
25 (always sAm)



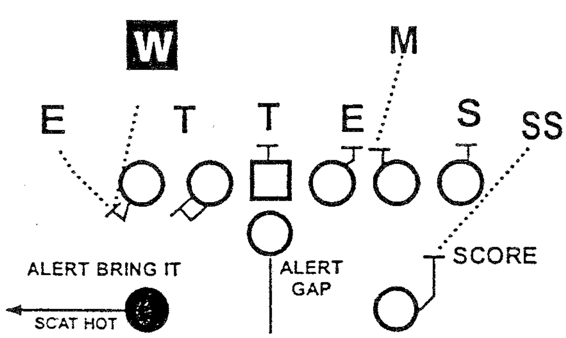
25 OKIE



57 OKIE



25 SINK

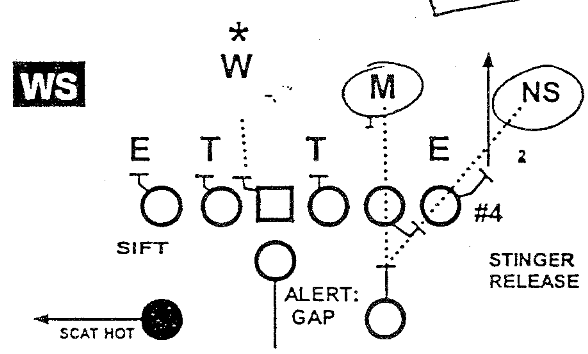


SINK DOWN
TO MIKE = SCORE (TAKE PENETRATOR)

N42

EXAMPLE:
LUCKY CALL

Dual Read

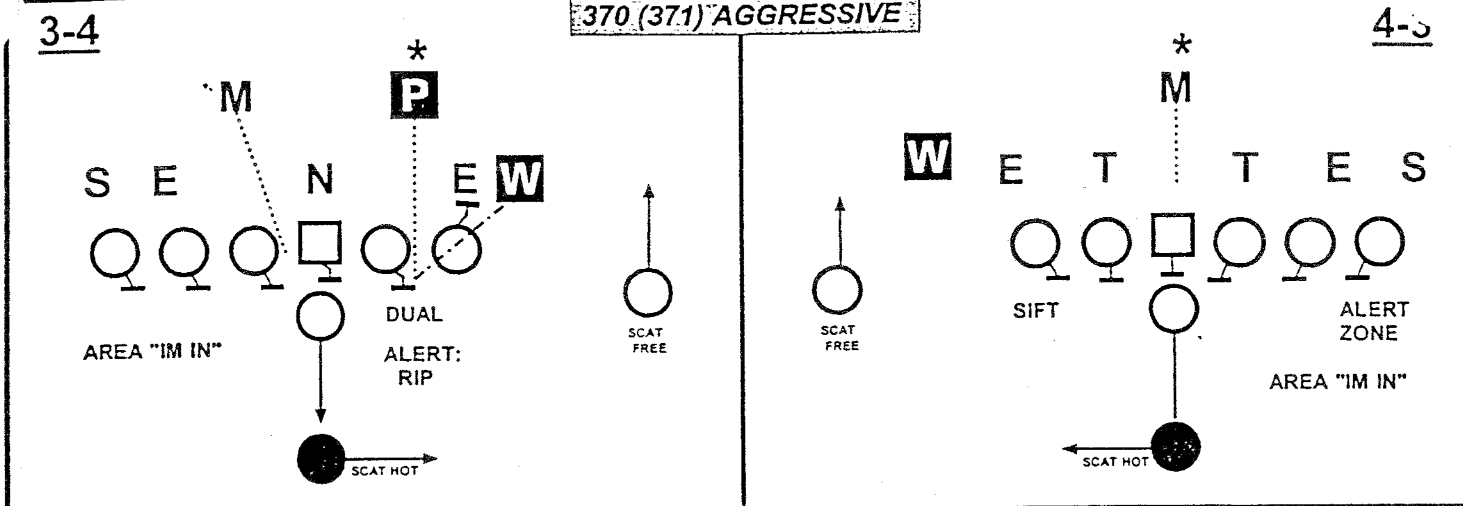


CENTER REDIRECTS TO MIKE

NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK <FLOW AWAY>	70/71 370/371	BROWN SOLO

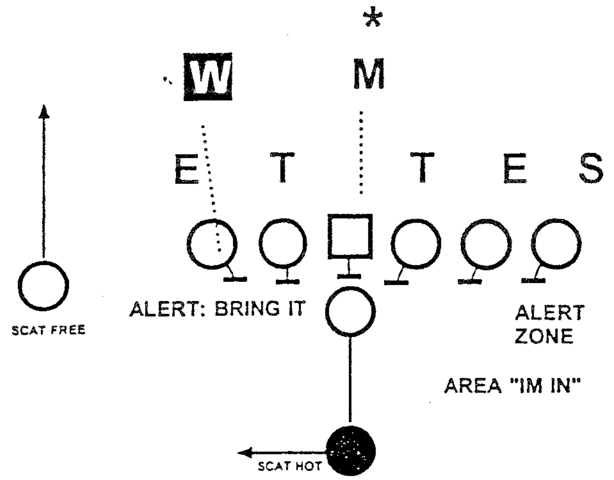
370 (371) AGGRESSIVE



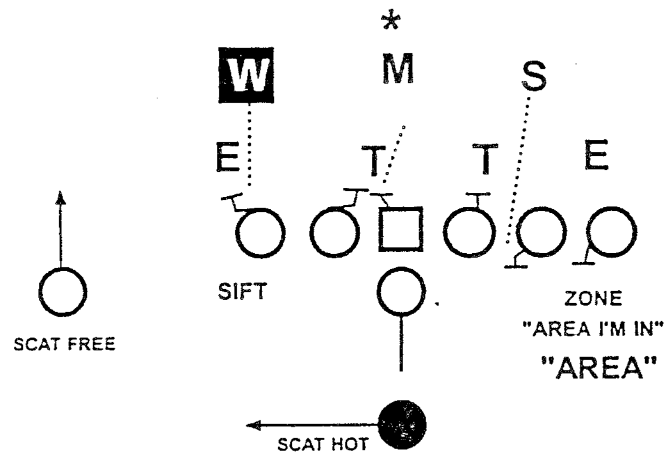
Y	BLOCK MAN OVER - "AREA" WITH GUARD AND TACKLE, BE HEAVY INSIDE. ALERT: ZONE - SQUEEZE. ALERT: OUT CALL WITH OT, GO CALL "LATE". "AREA I'M IN" COMMUNICATION WITH TACKLE.
T	RELEASE AND RUN ASSIGNED ROUTE.
ONSIDE TACKLE	BLOCK DE. POSS. DUAL, SIFT. ALERT: BRING IT, ALERT: SINK OUT.
ONSIDE GUARD	BLOCK #1 - IF UNCOVERED DUAL ALERT: SINK, BRING IT.
CENTER	BLOCK #0, MIKE DECLARATION (POSSIBLE LUCKY / RINGO // COLT) ALERT: SINK DOWN TO MIKE.
OFFSIDE GUARD	BLOCK #1 - ALERT: GAP CALL. ALERT: SINK DOWN TO MIKE.
OFFSIDE TACKLE	BLOCK - DE: ALERT: SINK DOWN TO MIKE - AREA - OUT CALL.
FULLBACK *STRONG BACK*	SCAT HOT RELEASE: KEY 1ST LB'er TYPE FROM OUTSIDE/INSIDE (TURN YOUR HEAD). HOT VS LB'er. WILL DOG, STAY ON YOUR ROUTE COURSE. ALERT TACKLE BUBBLE, HOT LB'er TYPES IN TACKLE BUBBLE. ALERT: LUCKY // RINGO CALL = HOT OFF #4 (WIDEST MAN).
HALFBACK *WEAK BACK*	SCAT FREE RELEASE: RUN ASSIGNED ROUTE (TAG).

SERIES		PLAY	BASE FORMATIONS
DROPBACK <FLOW AWAY>	**MC#2**	70/71	BROWN SOLO

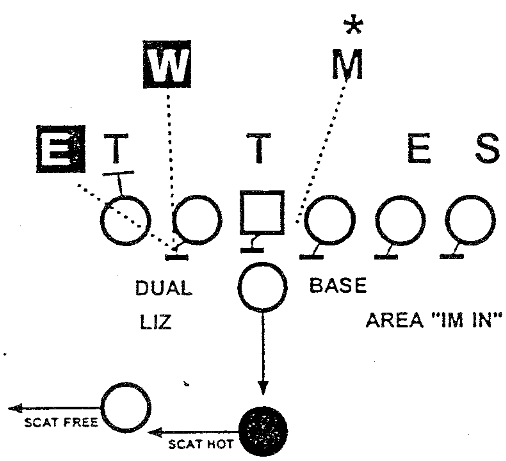
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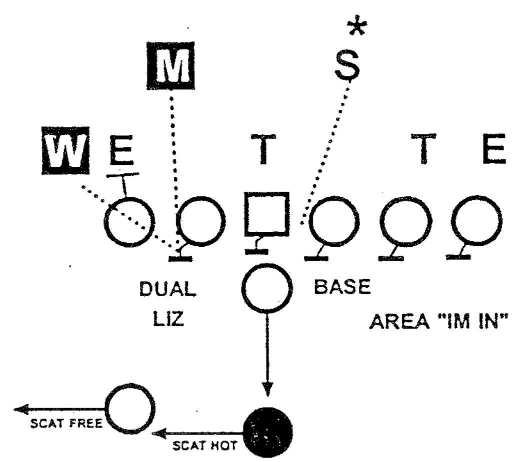
59



25 OKIE



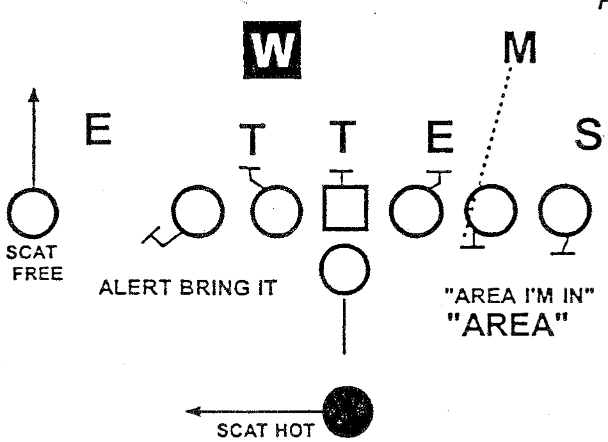
57 OKIE



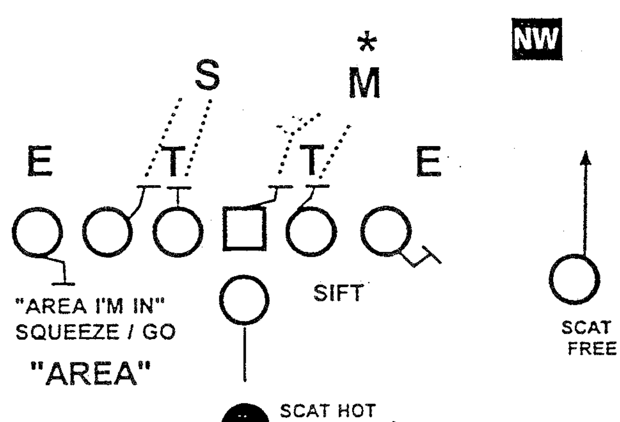
25 SINK

SINK DOWN TO MIKE

ALERT: #4 RED FLAG TO "Z".



NK42



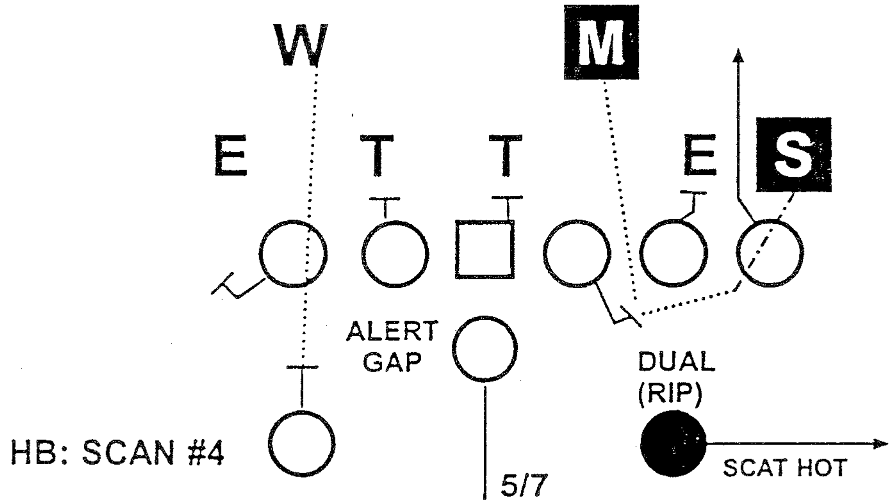
CENTER REDIRECTS TO MIKE

NEW YORK JETS

22/23 (322/323) PROTECTION

BACKS DIVIDE - FB (STR. BACK) SCAT HOT RELEASE - HB (WK. BACK) BASE PROTECTION

322/323 = AGGRESSIVE DUAL!



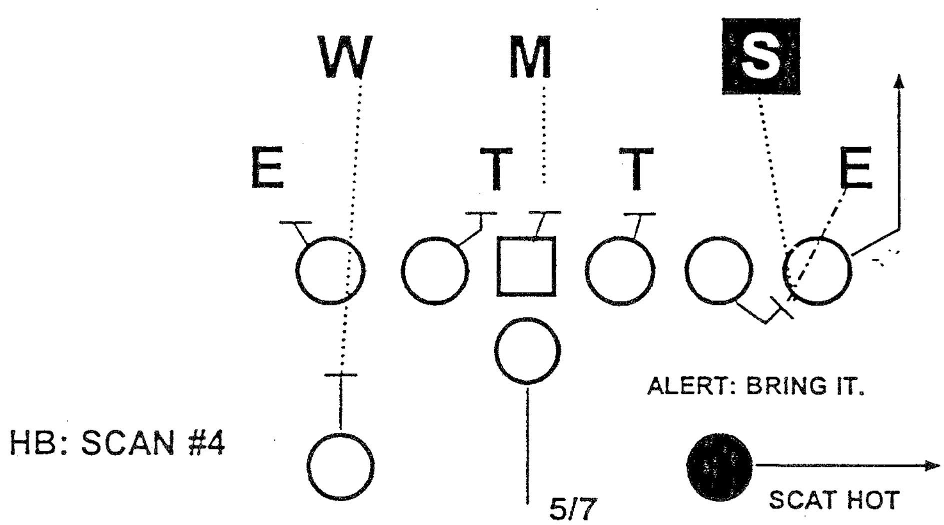
HB *CHECK WILL, B GAP PRESENCE, SCAN #4, TO B GAP RELEASE. <WEAKBACK>*

FB *SCAT HOT. ALERT vs. SAM DOG (DB BLITZER), TAKES ONE. <STRONG BACK>*

Y *RELEASE INTO ROUTE.*

QB *DROP VARIES WITH PLAY. vs. FULL DOG LOOK TO FB - HOT! vs. COVERED GUARD ONLY TAKES ONE.*

322/323 = AGGRESSIVE DUAL!



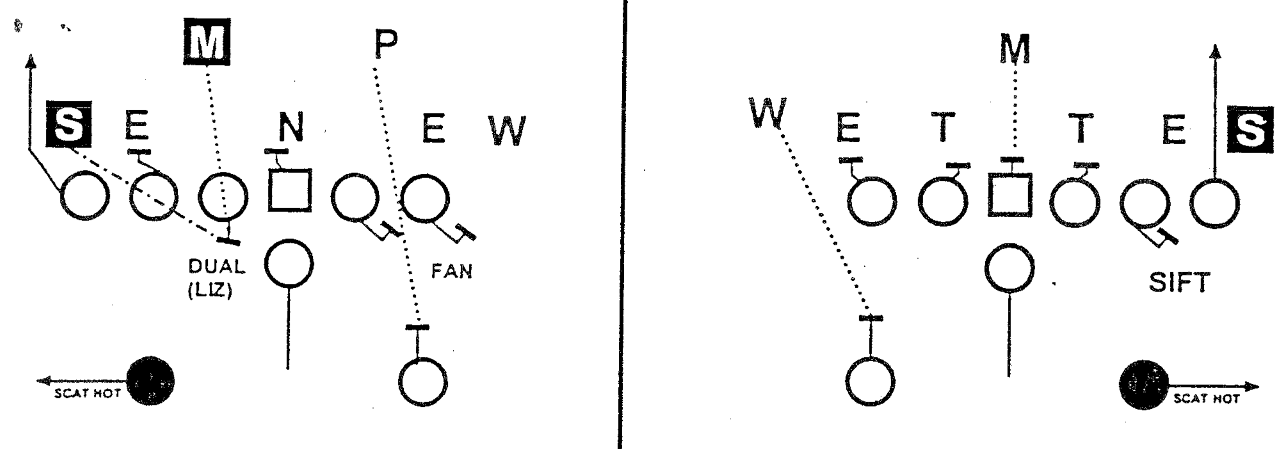
<TIG> SOLO: T-CHECK

NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	22/23 322/323	RED // CHANGE KING // QUEEN

322/323 = AGGRESSIVE DUAL!

3-4 | 4-3

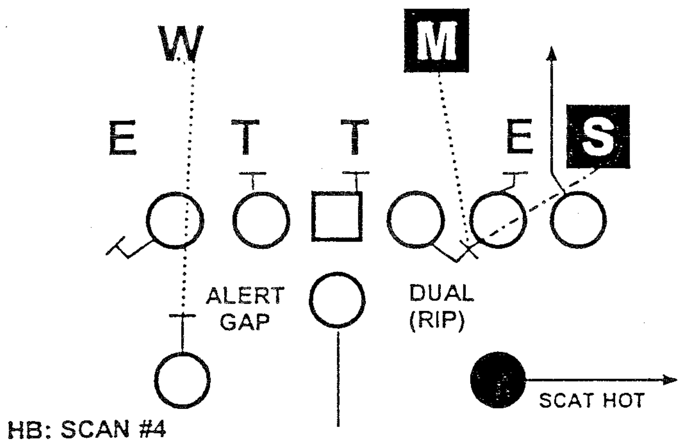


Y	RELEASE - RUN ASSIGNED ROUTE.
T	BACKSIDE (WEAK) - <TIG> PERSONNEL (SOLO) ALERT AREA = WILL MAN AREA WITH TACKLE. ALERT: T- CHECK"AREA I'M IN". ALERT GO CALL. IF IN BACKFIELD ASSUME WEAK BACK RESPONSIBILITIES. FRONTSIDE (STRONG) - <TIG> RUN ASSIGNED ROUTE.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE: POSS. DUAL - SIFT ALERT: BRING IT, SINK OUT
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - IF UNCOVERED DUAL -(RIP/LIZ) ALERT: SINK, BRING IT.
CENTER	BLOCK #0, MIKE DECLARATION (POSSIBLE LUCKY / RINGO // COLT) ALERT: SINK OUT
OFFSIDE GUARD *WEAKSIDE*	BLOCK #1 - ALERT: GAP CALL. POSSIBLE: FAN vs. 34.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK DE. ALERT FAN vs. 34. ALERT: SINK OUT CALL. // AREA I'M IN
FULLBACK *STRONG BACK*	SCAT HOT RELEASE:KEY 1ST LB'er TYPE FROM OUTSIDE/INSIDE (TURN YOUR HEAD). HOT VS LB'er. (SAM) DOG, STAY ON YOUR ROUTE COURSE.
HALFBACK *WEAK BACK*	BASE PROTECTION RULES: BLOCK WILL, SCAN #4 (FS / WC), ALERT TACKLE BUBBLE= BLOCK "T" BUBBLE LBER. ALERT "G" BUBBLE POSSIBLE FAN, BLOCK "G" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // COLT CALL, IT ESTABLISHES A NEW MIKE. "B" GAP RELEASE TO CHECKDOWN. ALERT: SINK OUT, GAP, 300 ON THE RUN!

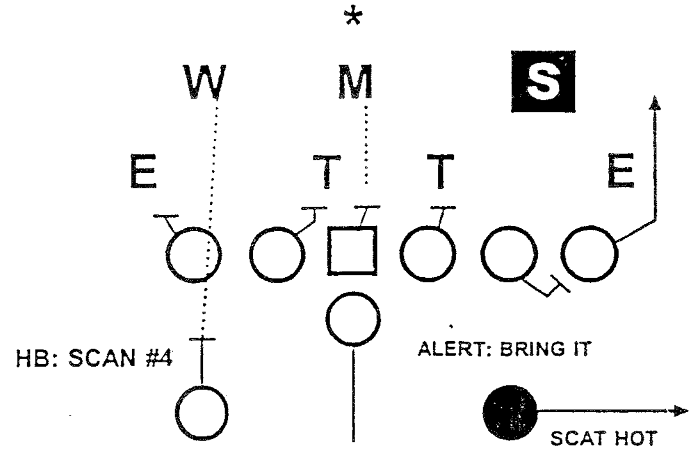
SERIES		PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	**MC#2**	22/23 322/323	RED // CHANGE KING // QUEEN

322/323 = AGGRESSIVE DUAL - BUTT & CUT

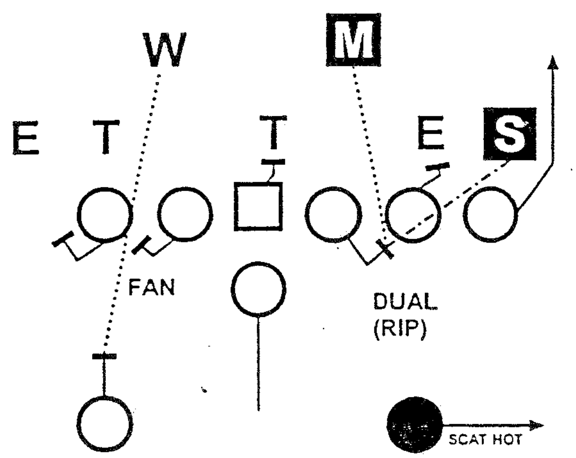
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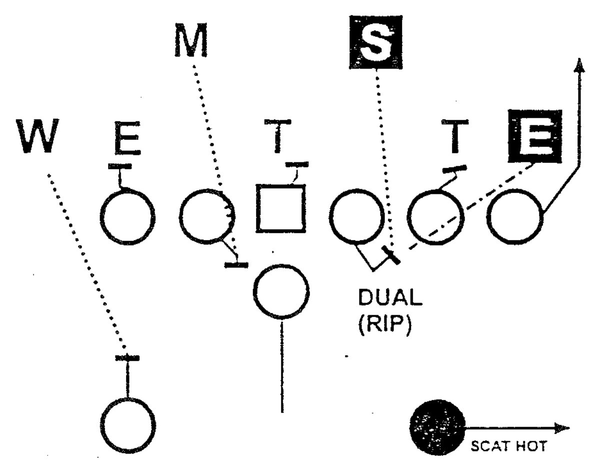
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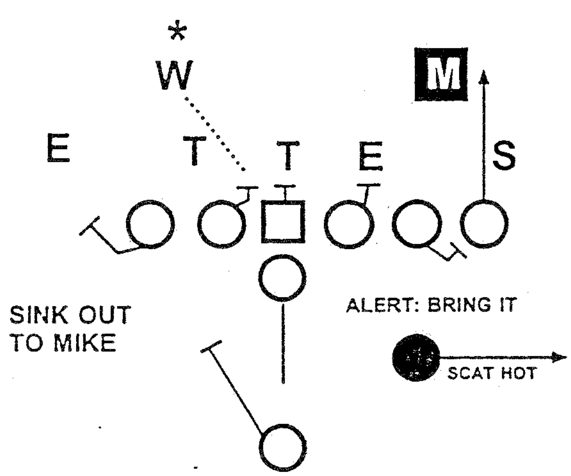
25 OKIE



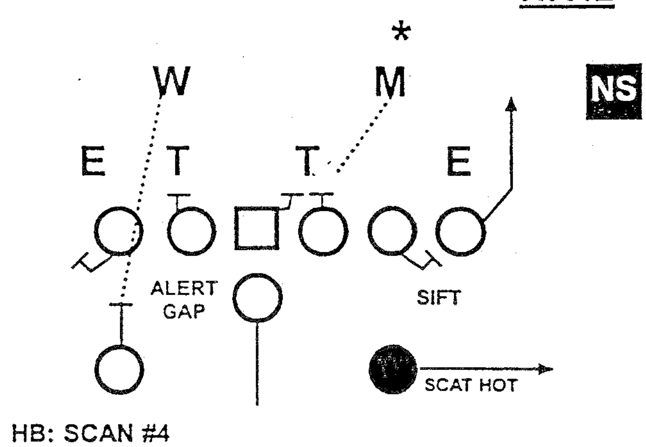
57 OKIE



25 SINK



NK42



CENTER DECLARES MIKE.

NEW YORK JETS

SCAT 22/23 (322/323) PROTECTION

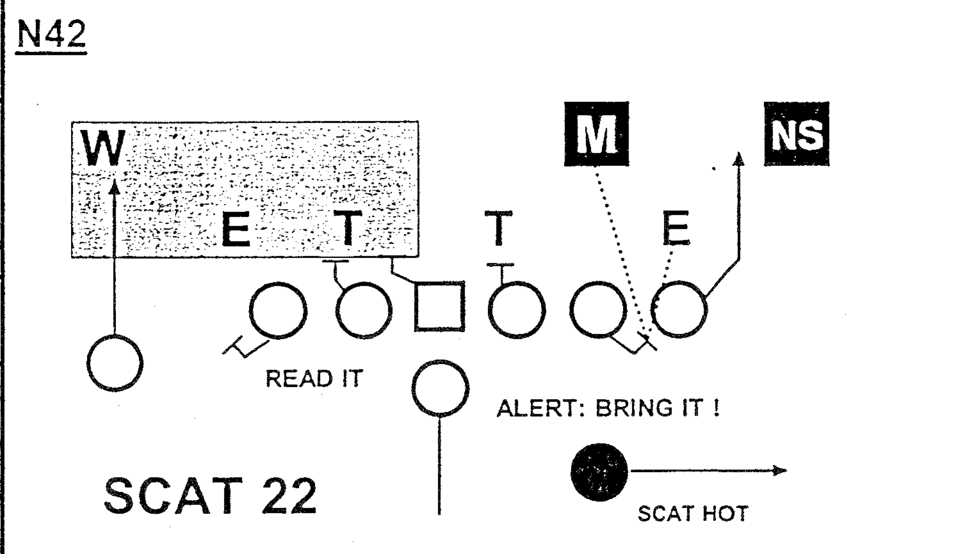
FB (STR. BACK) SCAT HOT

HB SCAT FREE RELEASE.

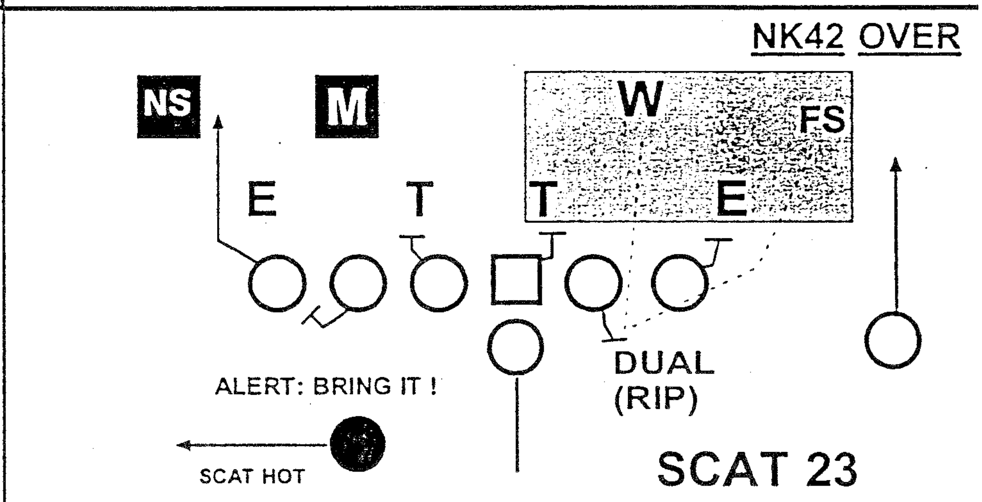
FB SCAT HOT. ALERT FOR BALL vs. SAM or MIKE DOG. <STRONG BACK>

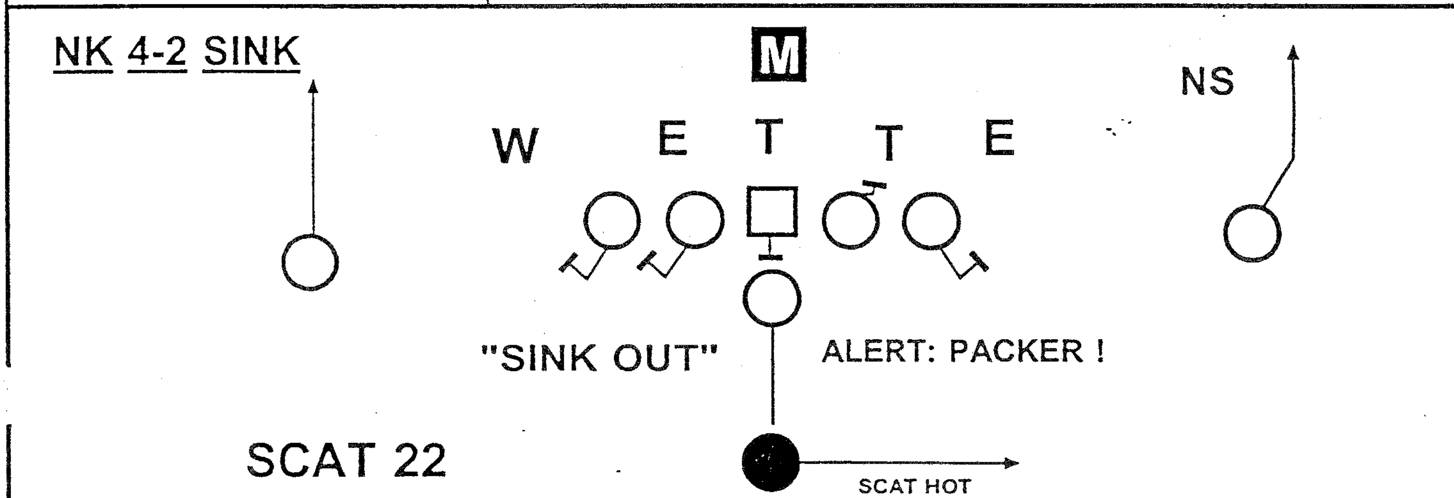
Y RELEASE TO ROUTE.

QB DROP VARIES WITH PLAY... VS. ANY DOG = "Q".



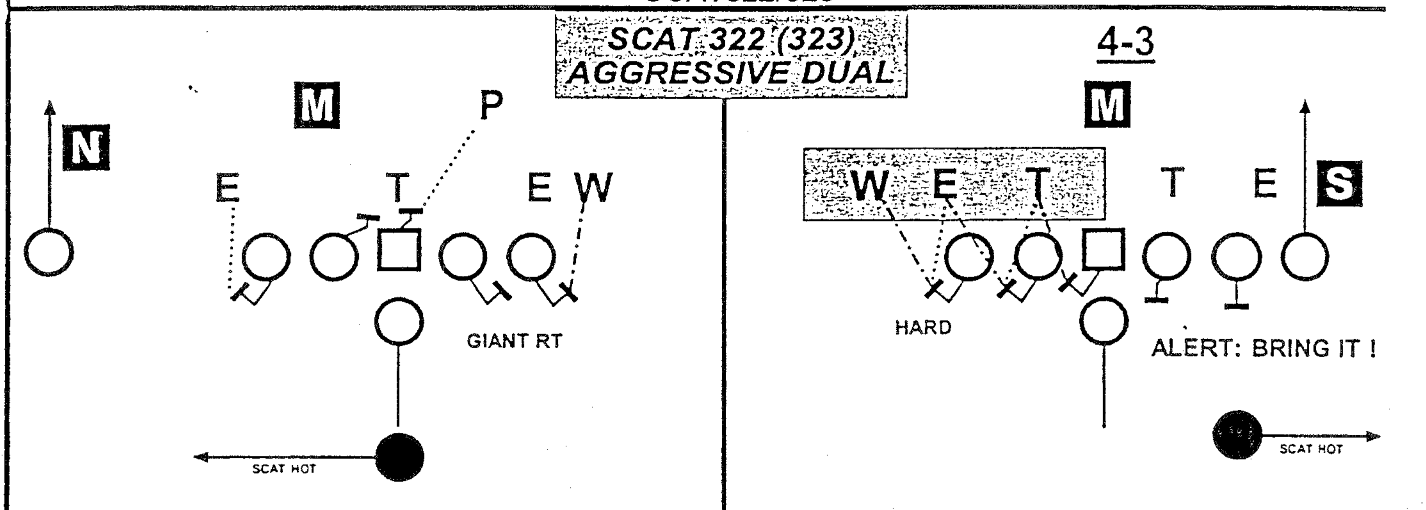
POSSIBLE: RE-DIRECT CALL AT THE LINE.





NEW YORK JETS

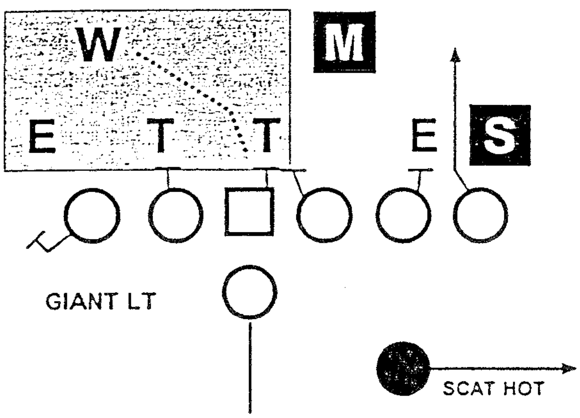
SERIES	PLAY	BASE FORMATIONS
DROPBACK	SCAT 22/23 SCAT322/323	WIDE // TRIP EMPTY



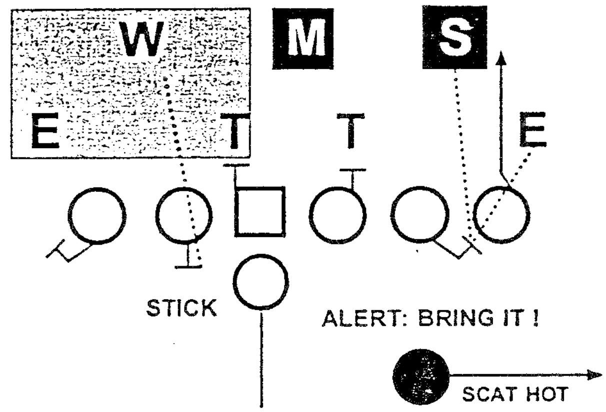
Y	FREE RELEASE BUT YOU MAY BE HOT IN CERTIAN ROUTES.
T	FREE RELEASE BUT YOU MAY BE HOT IN CERTIAN ROUTES.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE ALERT: SINK OUT, PACKER, BRING IT, FAN.
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - UNCOVERED GIANT UNLESS RE-DIRECT CALL ALERT: PACKER, SINK OUT, GILLIGAN, DUAL (RIP/LIZ), RE-DIRECT, FAN.
CENTER	DIRECT PROTECTION AWAY FROM CALL. ALERT: POSS: SINK OUT, PACKER, GILLIGAN, DUAL, RE-DIRECT.
OFFSIDE GUARD *WEAKSIDE*	BLOCK- GAP PROTECTION AWAY FROM CALL. ALERT: LIZ/ RIP VS. BUBBLE, SINK OUT, PACKER, STICK, GILLIGAN, FAN.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK- GAP PROTECTION AWAY FROM CALL. ALERT: SINK OUT, PACKER, FAN.
FULLBACK *STRONG BACK*	SCAT HOT RELEASE: KEY 1ST LB'er TYPE FROM INSIDE/OUTSIDE. (TURN YOUR HEAD). HOT VS LB'er (MIKE) or (SAM) DOG, STAY ON YOUR ROUTE COURSE. ALERT RE-DIRECT CALL.
HALFBACK *WEAK BACK*	SCAT HOT RELEASE: RUN ROUTE. ALERT: EXTENDED ALIGNMENTS.

SERIES		PLAY	BASE FORMATIONS
DROPBACK	MC #2	SCAT 22/23 SCAT 322/323	<TIG> SOLO (NEAR/FAR) RED "A/C" MOTION

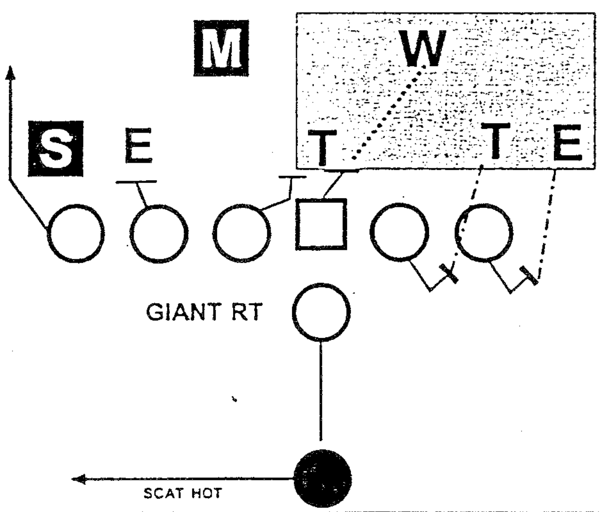
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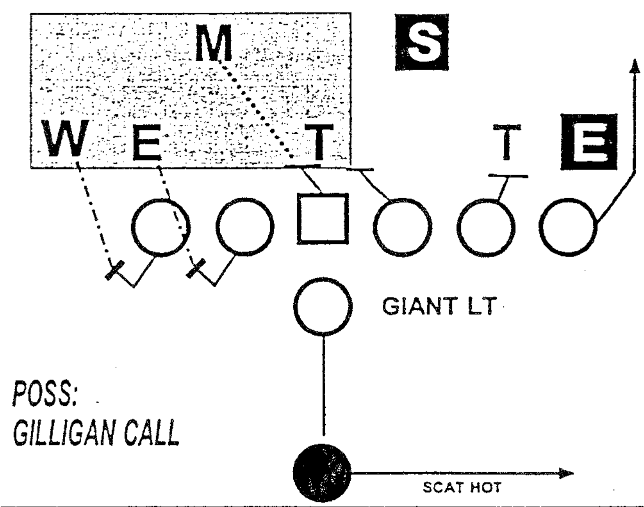
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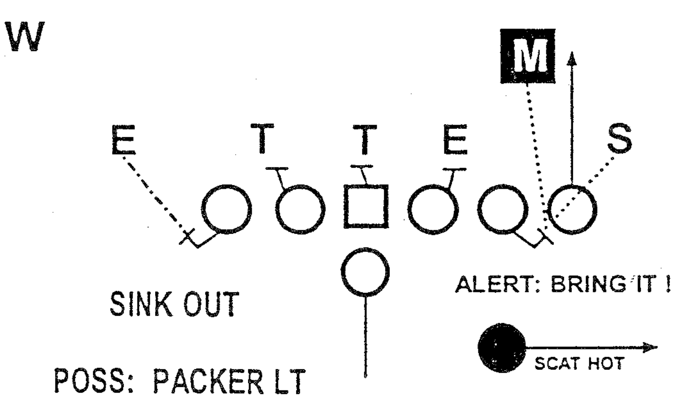
25 OKIE



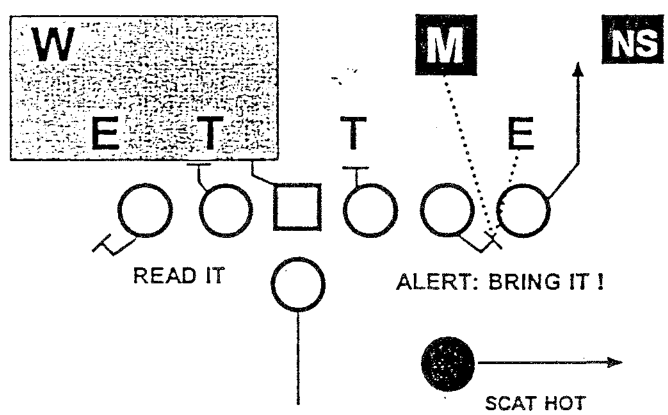
57 OKIE



25 SINK



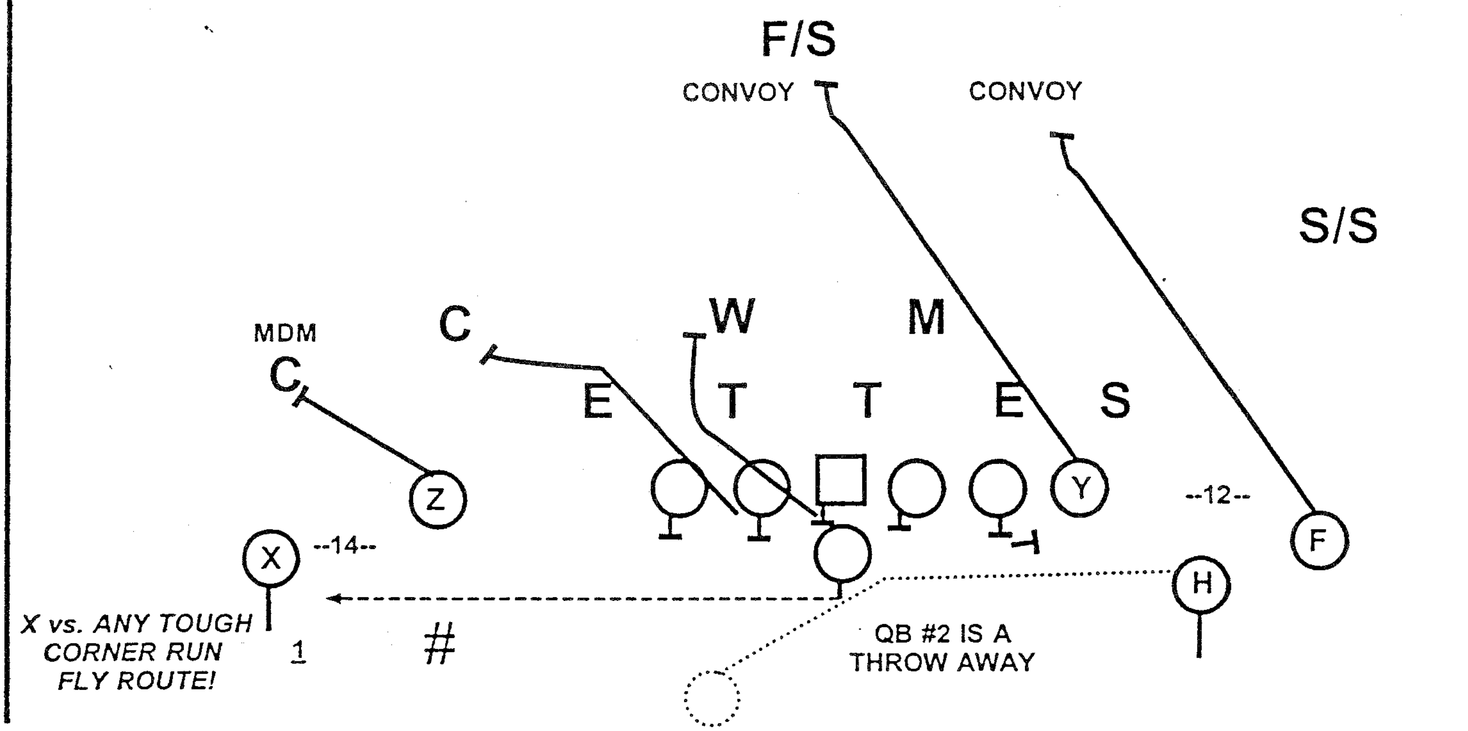
N42



NEW YORK JETS

SCAT 322 (323) X-SLIP

F - TRIP RIGHT (LEFT) SLOT "A/C STRONG"



QB	ONE STEP PUNCH FOOTWORK. THROW SLIP BETWEEN THE NUMBERS. #2 EQUALS THROW AWAY.

ONSIDE TACKLE *STRONGSIDE*	SET & CUT.	SCREEN BACK (HB)	FAKE 2 STEP HITCH, RETREAT TO THE RECEPTION AREA. SHOW QB YOUR NUMBERS LOOK THE BALL IN. READ SCREEN.
ONSIDE GUARD *STRONGSIDE*	SET, STRIKE, RELEASE YOU WILL BLOCK THE NEAREST DEFENDER OVER THE NEAREST RECIEVER, N/T GO TO SECOND LEVEL...		
CENTER	SET, STRIKE, RELEASE YOU WILL KEY THE ONSIDE LINEBACKER, N/T GO TO THE 2ND LEVEL..	NON SCREEN BACK (FB)	FREE RELEASE TO BLOCK MAN ON SCREEN RECIEVER.
OFFSIDE GUARD *WEAKSIDE*	SET & CUT.	Z	FREE RELEASE TO BLOCK MAN ON SCREEN RECIEVER.
OFFSIDE TACKLE *WEAKSIDE*	SET & CUT.	SCREEN RECIEVER (X)	FAKE 2 STEP HITCH, RETREAT TO THE RECEPTION AREA. SHOW QB YOUR NUMBERS LOOK THE BALL IN. READ SCREEN.
Y	RELEASE THRU THE INSIDE OF THE END MAN L.O.S. RUN DIAGONAL.		

NEW YORK JETS

HB BASE PROTECTION. BLOCK WILL - IF HE DROPS SKIPPY RELEASE. <WEAK BACK>

FB BASE PROTECTION. BLOCK SAM - IF HE DROPS SKIPPY RELEASE. <STRONG BACK>

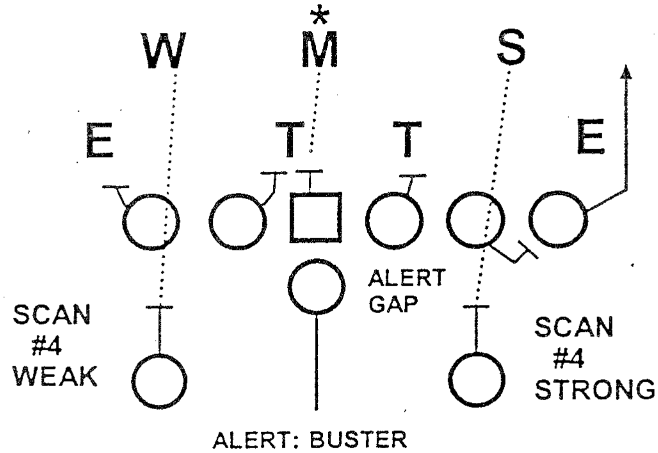
Y RELEASE TO ROUTE.

QB DROP VARIES WITH PLAY. SOLID PROTECTION. ALERT: SECONDARY

24/25 (324/325) PROTECTION

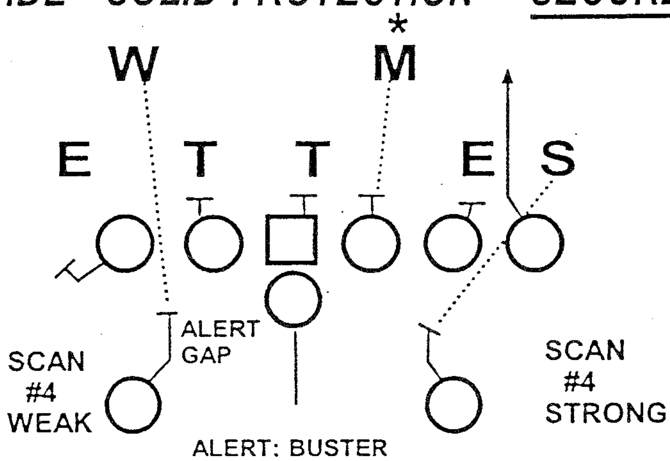
BACKS DIVIDE - SOLID PROTECTION

324/325 = AGGRESSIVE BASE!



54/55 PROTECTION

BACKS DIVIDE - SOLID PROTECTION - "SECURE"



HB BASE PROTECTION. BLOCK WILL - IF HE DROPS "B" GAP SQUAT. LATE RELEASE. <WEAK BACK>

FB BASE PROTECTION. BLOCK SAM - IF HE DROPS "B" GAP SQUAT, LATE RELEASE. <STRONG BACK>

Y RELEASE TO ROUTE.

QB DROP VARIES WITH PLAY. SOLID PROTECTION. ALERT: SECONDARY

HB SCAT FREE RELEASE INTO ROUTE CALLED.

FB FLOW AWAY FROM TE. BLOCK WILL, IF HE DROPS SKIPPY RELEASE.

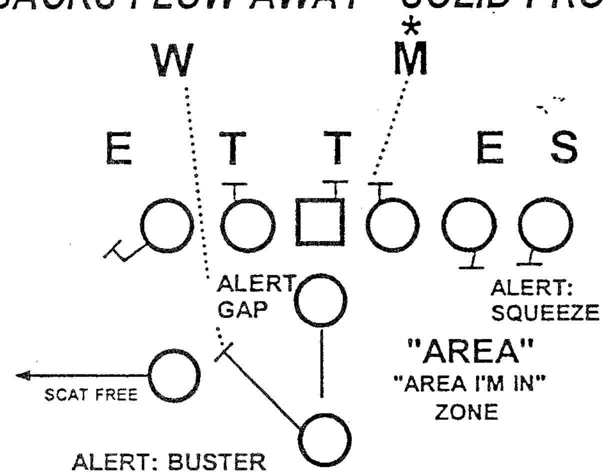
Y BLOCK MAN OVER #3, MAN/AREA WITH TACKLE. ALERT POSSIBLE SQUEEZE. 'GO' = OUTLET LATE!

QB DROP VARIES WITH PLAY. SOLID PROTECTION. ALERT: #4 STR. RED FLAG!

74/75 (374/375) PROTECTION

BACKS FLOW AWAY - SOLID PROTECTION

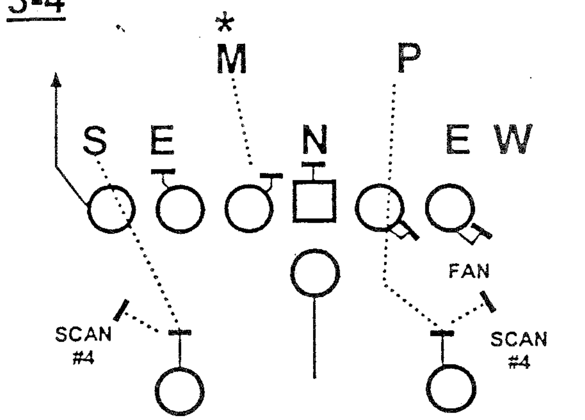
374/375 = AGGRESSIVE BASE!



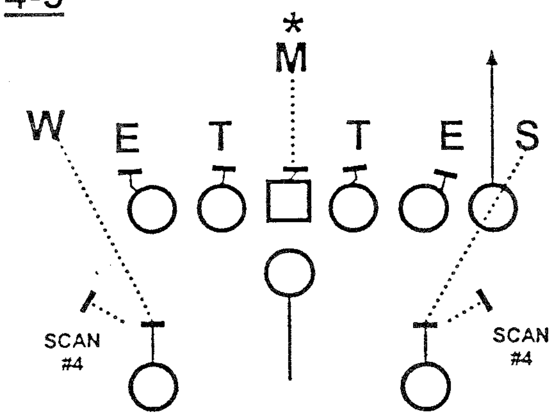
NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	24/25 324/325	RED // BROWN KING // QUEEN

3-4



4-3

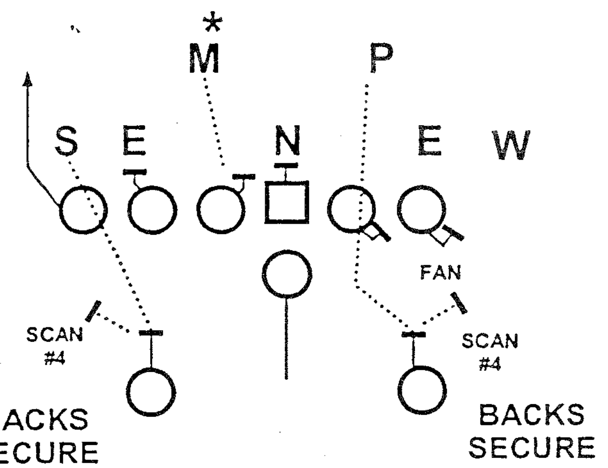


Y	RELEASE - RUN ASSIGNED ROUTE.
T	<TIG> IT IS POSSIBLE THAT IN SOME FORMATIONS YOU WILL ASSUME FB / STRONGBACK & HB WEAKBACK RESPONSIBILITIES.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE ALERT: SINK OUT.
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - ALERT: GAP
CENTER	BLOCK #0 - MIKE DECLARATION - POSSIBLE SINK, RINGO/LUCKY CALL // COLT CALL.
OFFSIDE GUARD *WEAKSIDE*	BLOCK #1 - ALERT: GAP CALL. POSSIBLE: FAN vs. 34.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK DE ALERT: SINK OUT. POSSIBLE: FAN vs. 34
FULLBACK *STRONG BACK*	**BASE PROTECTION RULES:** BLOCK SAM, SCAN #4 (SS / SC), ALERT TACKLE BUBBLE = BLOCK "T" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // "COLT CALL"; IT ESTABLISHES A NEW MIKE. SKIPPY RELEASE TO CHECKDOWN. ALERT: SINK OUT, GAP, 300 ON THE RUN! ALERT: FAN CALL.
HALFBACK *WEAK BACK*	**BASE PROTECTION RULES:** BLOCK WILL, SCAN #4 (FS / WC), ALERT TACKLE BUBBLE= BLOCK "T" BUBBLE LBER. ALERT "G" BUBBLE POSSIBLE FAN, BLOCK "G" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // COLT CALL, IT ESTABLISHES A NEW MIKE. SKIPPY RELEASE TO CHECKDOWN. ALERT: SINK OUT, GAP, 300 ON THE RUN! ALERT: FAN CALL.

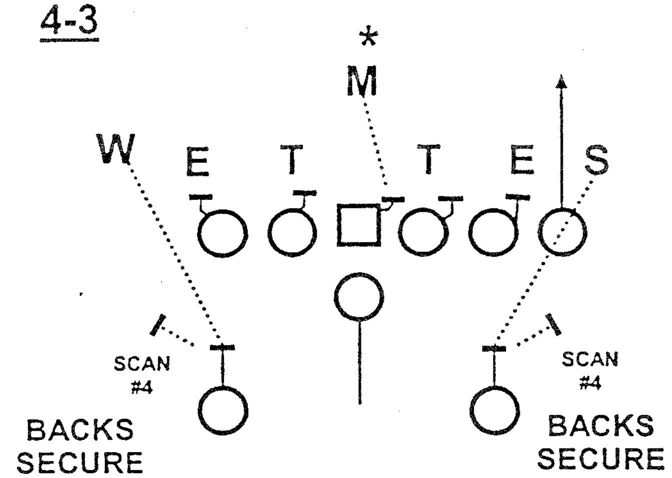
NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	54/55	RED // BROWN KING // QUEEN

3-4



4-3

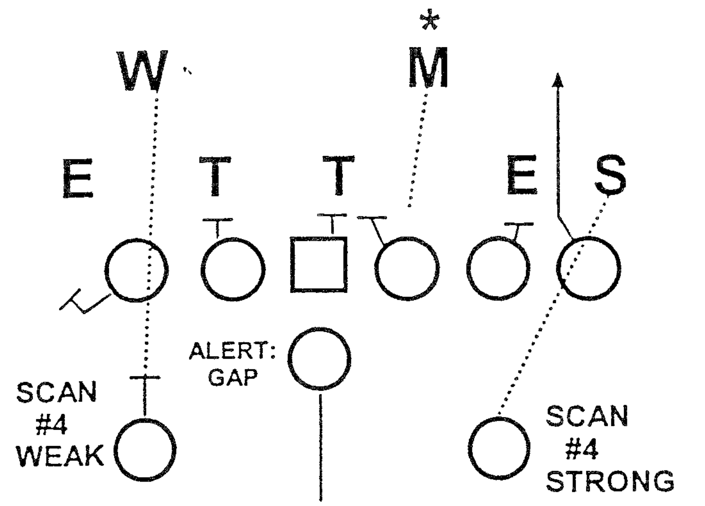


Y	RELEASE - RUN ASSIGNED ROUTE.
T	<TIG> IT IS POSSIBLE THAT IN SOME FORMATIONS YOU WILL ASSUME FB / STRONGBACK & HB WEAKBACK RESPONSIBILITIES.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE ALERT: SINK OUT.
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - ALERT: GAP
CENTER	BLOCK #0 - MIKE DECLARATION - POSSIBLE SINK, RINGO/LUCKY CALL // COLT CALL.
OFFSIDE GUARD *WEAKSIDE*	BLOCK #1 - ALERT: GAP CALL. POSSIBLE: FAN vs. 34.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK DE ALERT: SINK OUT. POSSIBLE: FAN vs. 34
FULLBACK *STRONG BACK*	**BASE PROTECTION RULES:** BLOCK SAM, SCAN #4 (SS / SC), ALERT TACKLE BUBBLE = BLOCK "T" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // "COLT CALL"; IT ESTABLISHES A NEW MIKE. "B" GAP SQUAT, LATE RELEASE. ALERT: SINK OUT, GAP, 300 ON THE RUN! ALERT: FAN CALL.
HALFBACK *WEAK BACK*	**BASE PROTECTION RULES:** BLOCK WILL, SCAN #4 (FS / WC), ALERT TACKLE BUBBLE= BLOCK "T" BUBBLE LBER. ALERT "G" BUBBLE POSSIBLE FAN, BLOCK "G" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // COLT CALL, IT ESTABLISHES A NEW MIKE. "B" GAP SQUAT, LATE RELEASE. ALERT: SINK OUT, GAP, 300 ON THE RUN! ALERT: FAN CALL.

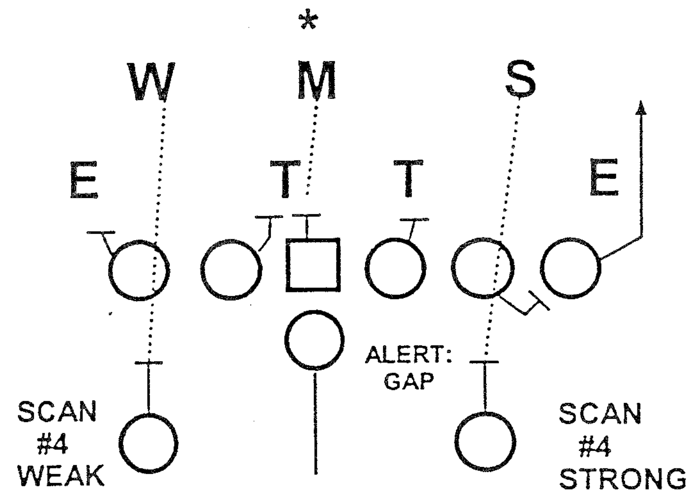
SERIES		PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	**MC#2**	24/25 324/325	RED // BROWN // KING // QUEEN

324/325 AGRESSIVE- "BUTT & CUT"

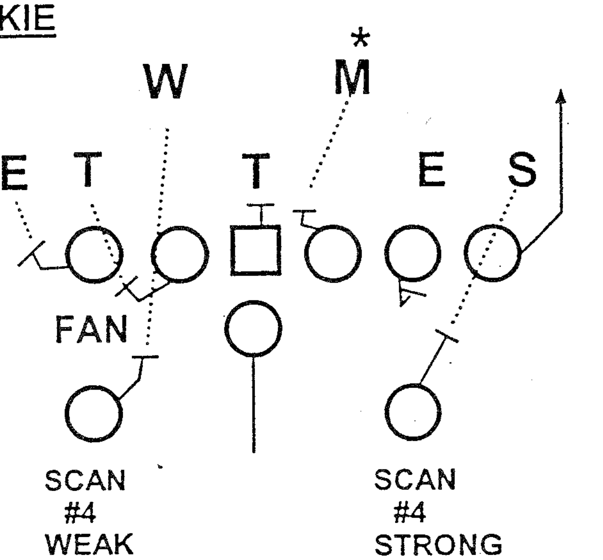
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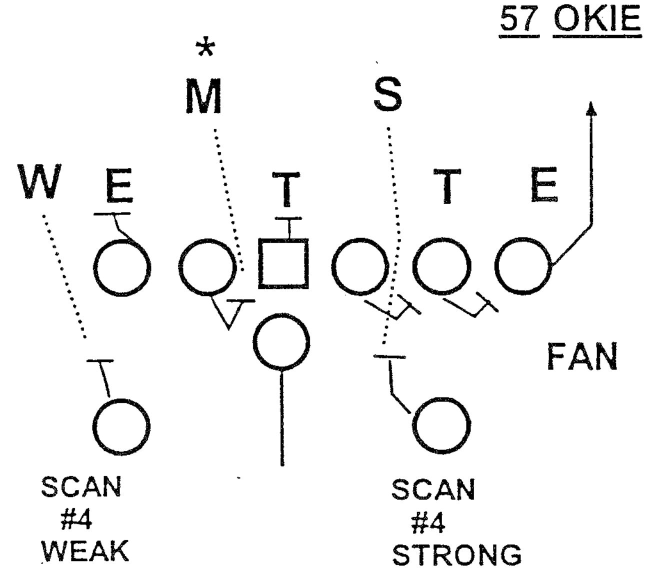
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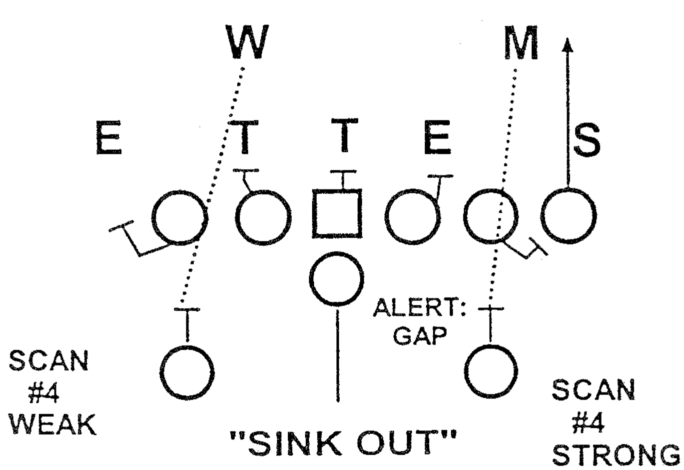
25 OKIE



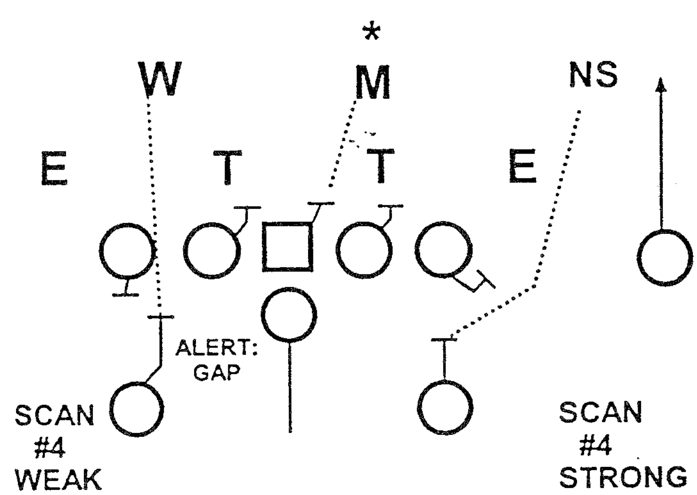
57 OKIE



25 SINK

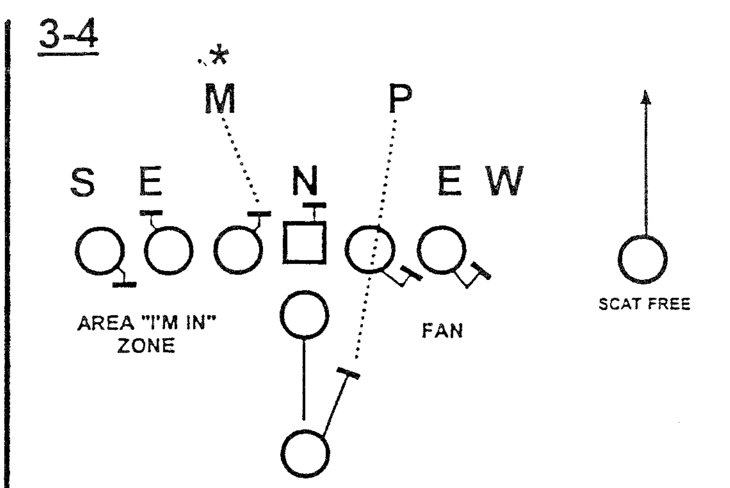


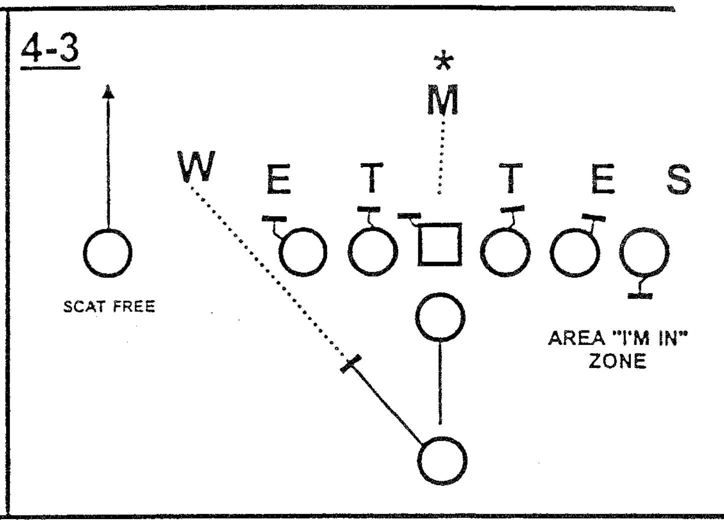
N4-2



NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK <FLOW AWAY>	74/75 374/375	BROWN // WIDE SOLO <TIG>



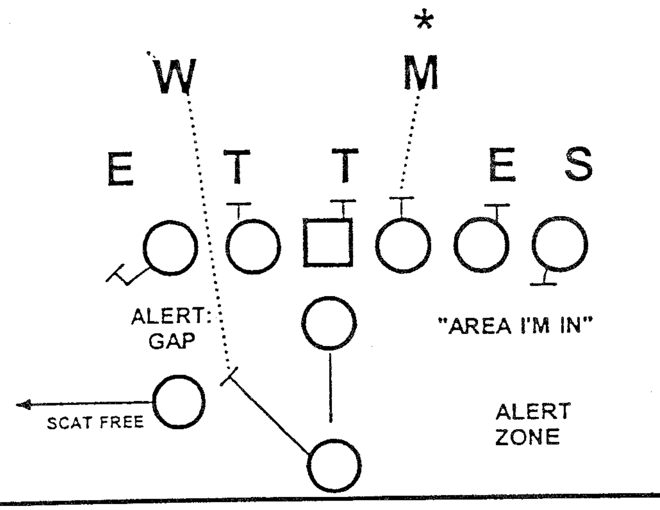


Y	BLOCK MAN OVER - "AREA" WITH GUARD AND TACKLE, BE HEAVY INSIDE. ALERT: ZONE - SQUEEZE. ALERT: OUT CALL WITH OT, GO CALL "LATE". "AREA I'M IN" COMMUNICATION WITH TACKLE.
T	<TIG> IT IS POSSIBLE THAT IN SOME FORMATIONS YOU WILL ASSUME FB / STRONGBACK & HB WEAKBACK RESPONSIBILITIES.
ONSIDE TACKLE *STRONGSIDE*	BLOCK MAN OVER ON OR OFF L.O.S. POSS: SQUEEZE ALERT: SINK DOWN TO MIKE CALL, AREA, OUT CALL.
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - ALERT: SQUEEZE
CENTER	BLOCK #0 - MIKE DECLARATION - POSSIBLE: SINK, RINGO/LUCKY CALL // COLT CALL.
OFFSIDE GUARD *WEAKSIDE*	BLOCK #1 - ALERT: GAP CALL. POSSIBLE: FAN vs. 34.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK DE ALERT: SINK OUT. POSSIBLE: FAN vs. 34
FULLBACK *2nd WEAK BACK*	**BASE PROTECTION RULES:** BLOCK WILL, SCAN #4 (FS / WC), ALERT TACKLE BUBBLE= BLOCK "T" BUBBLE LBER. ALERT "G" BUBBLE POSSIBLE FAN, BLOCK "G" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // COLT CALL, IT ESTABLISHES A NEW MIKE. SKIPPY RELEASE TO CHECKDOWN. ALERT: SINK OUT, GAP, 300 ON THE RUN!
HALFBACK *1st WEAK BACK*	"SCAT FREE" RELEASE: RUN ROUTE. NO HOT RESPONSIBILITY.

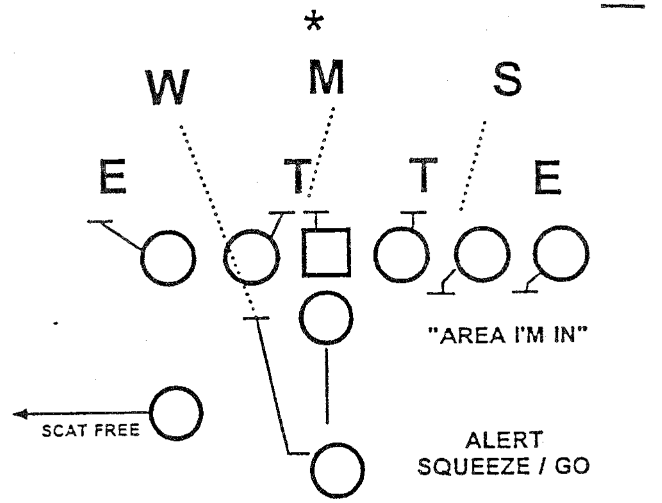
SERIES		PLAY	BASE FORMATIONS
DROPBACK <FLOW AWAY>	**MC#2**	74/75 374/375	BROWN // WIDE SOLO <TIG>

374/375 AGRESSIVE- "BUTT & CUT"

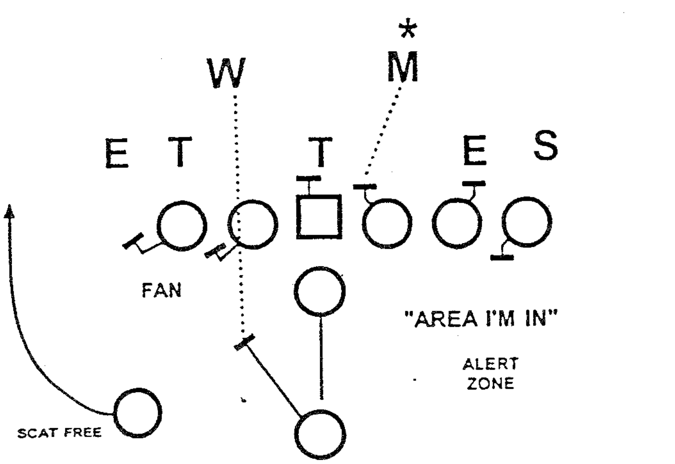
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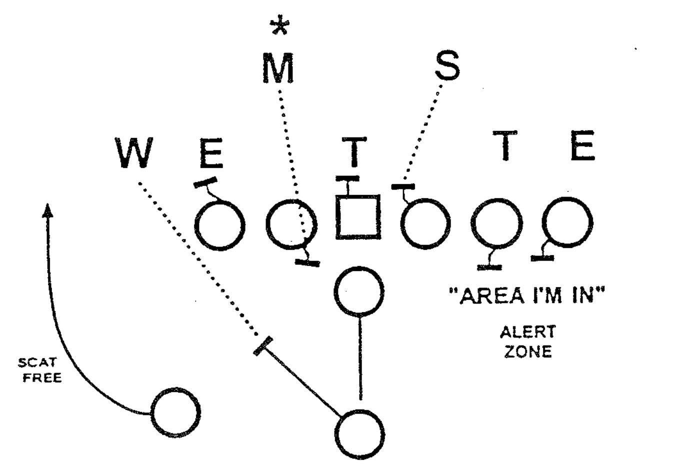
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25 OKIE

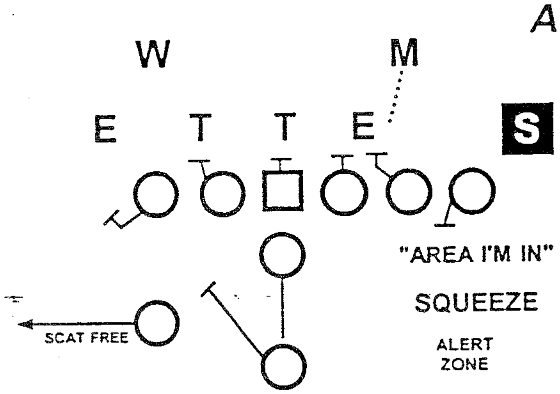


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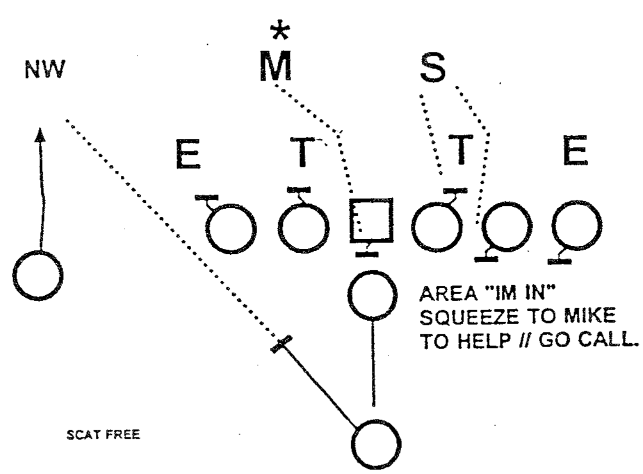
25 SINK

ALERT: "Z" SIGHT ADJUST!



"SINK OUT" - WITH A SQUEEZE CALL

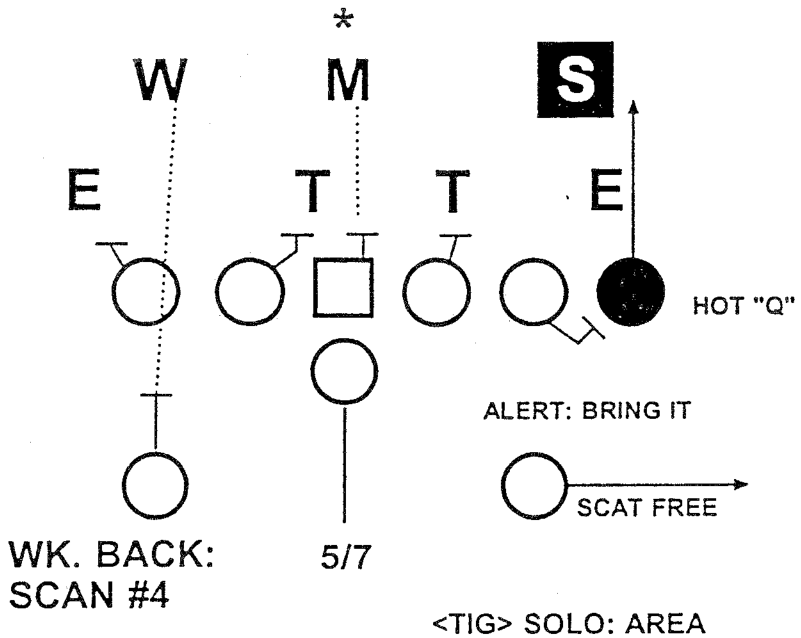
N 4-2



NEW YORK JETS

26/27 PROTECTION

BACKS DIVIDE - FB SCAT FREE, Y HOT RELEASE (Q)



HB CHECK WILL, B GAP PRESENCE, SCAN #4, TO B GAP RELEASE. <WEAKBACK>

FB SCAT FREE RELEASE INTO ROUTE. <STRONG BACK>

Y HOT (Q) RECEIVER. LOOK QB IN EYE - "Q"

QB DROP VARIES WITH PLAY. vs. FULL DOG LOOK TO Y - HOT! vs. COVERED GUARD ONLY TAKES ONE.

76/77 (376/377) PROTECTION

BACKS FLOW WEAK - HB SCAT FREE - Y HOT (Q)

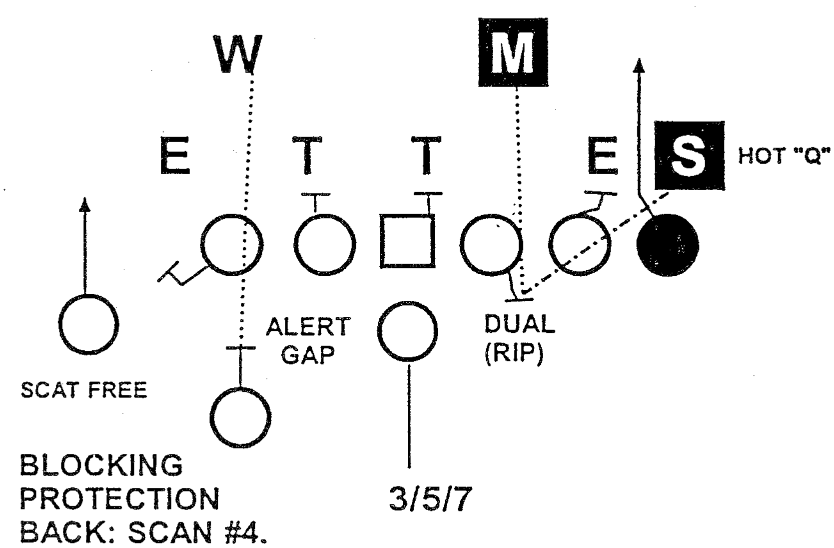
HB SCAT FREE RELEASE INTO ROUTE.

FB CHECK WILL, B GAP PRESENCE, SCAN #4, TO B GAP RELEASE. <WEAKBACK>

Y HOT (Q) RECEIVER. LOOK QB IN EYE - "Q"

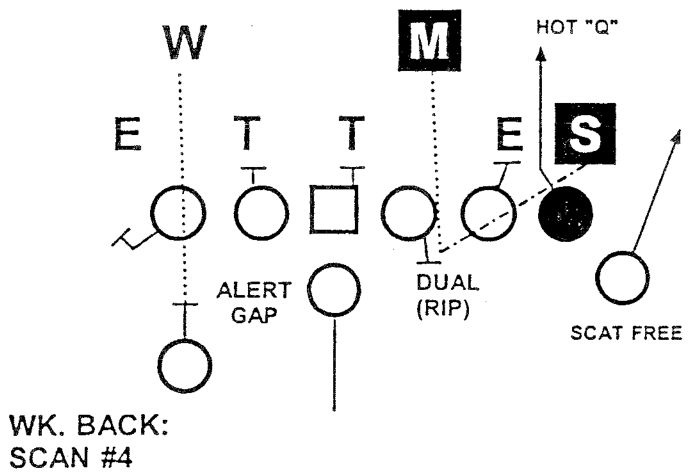
QB DROP VARIES WITH PLAY. vs. FULL DOG LOOK TO Y - HOT! vs. COVERED GUARD ONLY TAKES ONE.

376/377 = AGGRESSIVE DUAL!

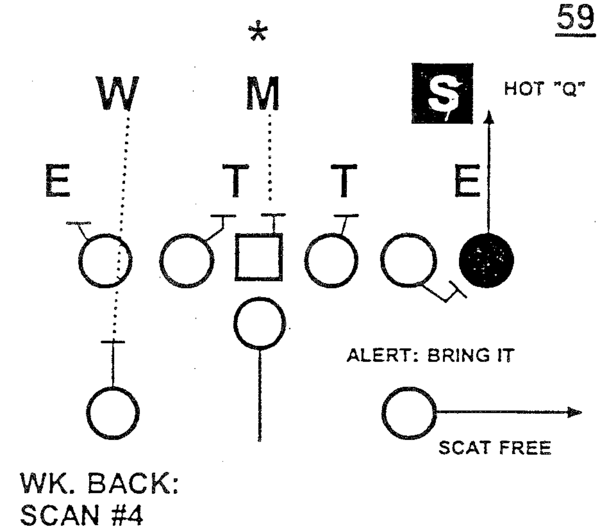


SERIES		PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	MC#2	26/27	RED SOLO // FAR // NEAR

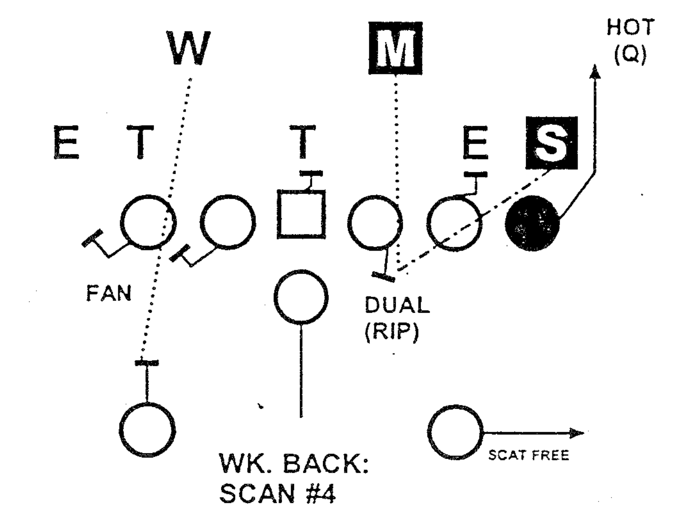
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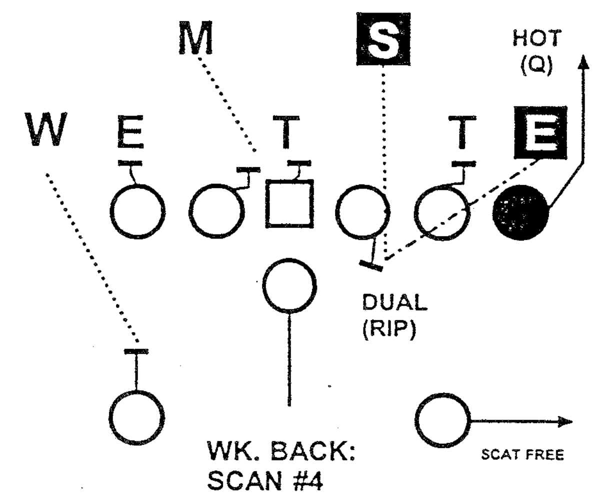
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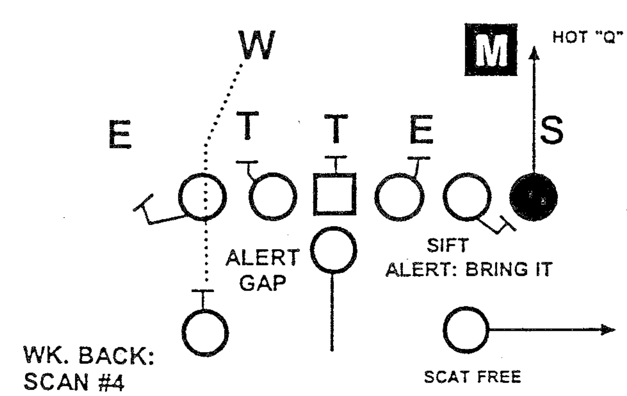
25 OKIE



57 OKIE



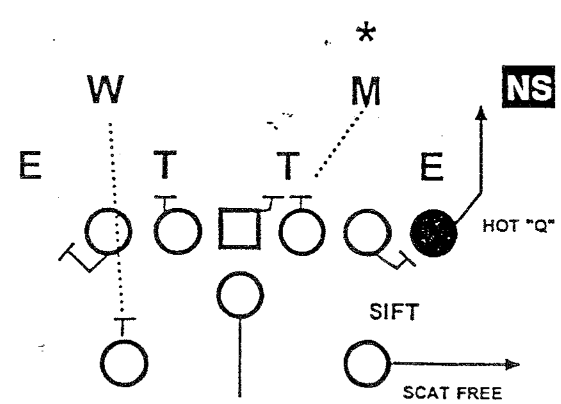
25 SINK



SINK OUT

N42

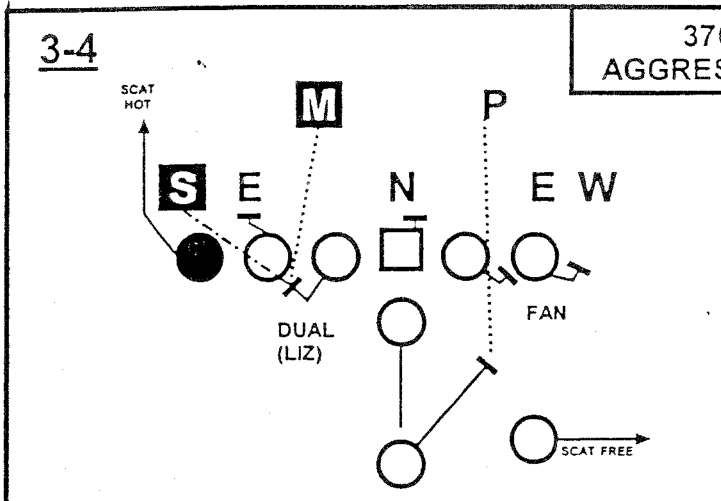
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MIKE

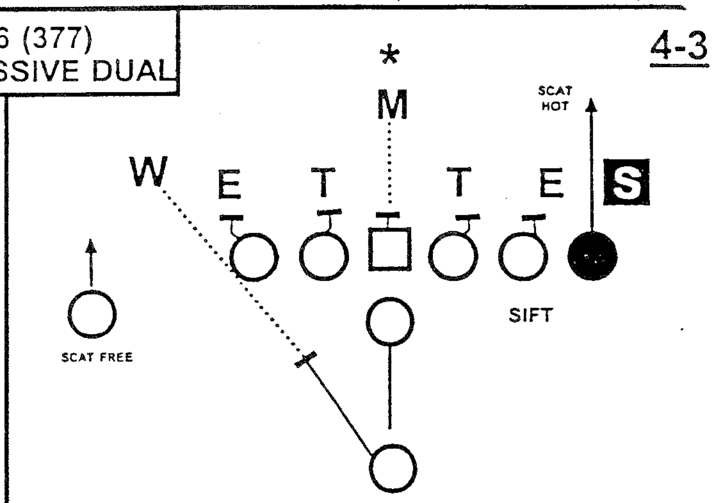


NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK <FLOW AWAY>	76/77 376/377	BROWN - WIDE - WIDER SOLO (TIGER - ZEBRA)

376 (377)
AGGRESSIVE DUAL



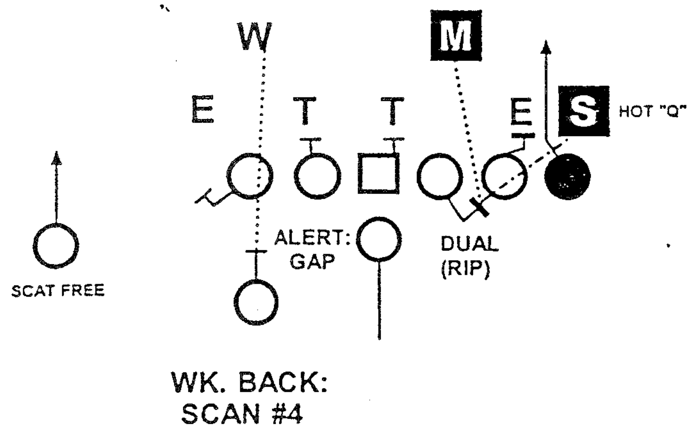


Y	HOT RECEIVER (Q) - UPON RELEASE READ THE OLB'er, IF HE DOGS THEN LOOK FOR THE BALL (SEE THE QB'S EYES). NO HOT, THEN RUN ASSIGNED ROUTE. C.P. ALWAYS PEEK TO FOWARD PRESSURE, STAY SKINNY.
T	BACKSIDE (WEAK) - <TIG> PERSONNEL (SOLO) ALERT AREA = WILL MAN AREA WITH TACKLE. ALERT: T- CHECK"AREA I'M IN". ALERT GO CALL. IF IN BACKFIELD ASSUME WEAK BACK RESPONSIBILITIES. FRONTSIDE (STRONG) - <TIG> RUN ASSIGNED ROUTE.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE: POSS. DUAL - SIFT ALERT: BRING IT, SINK OUT
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - IF UNCOVERED DUAL -(RIP/LIZ) ALERT: SINK OUT, BRING IT.
CENTER	BLOCK #0, MIKE DECLARATION (POSSIBLE LUCKY / RINGO // COLT) ALERT: SINK OUT
OFFSIDE GUARD *WEAKSIDE*	BLOCK #1 - ALERT: GAP CALL. POSSIBLE: FAN vs. 34.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK DE. ALERT FAN vs. 34. ALERT: SINK OUT CALL. // AREA I'M IN
2nd WEAK BACK	BASE PROTECTION RULES: BLOCK WILL, SCAN #4 (FS / WC), ALERT TACKLE BUBBLE= BLOCK "T" BUBBLE LBER. ALERT "G" BUBBLE POSSIBLE FAN, BLOCK "G" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // COLT CALL, IT ESTABLISHES A NEW MIKE. "B GAP" RELEASE TO CHECKDOWN. ALERT: SINK OUT, GAP, 300 ON THE RUN!
1st WEAK BACK	SCAT FREE RELEASE: RUN ASSIGNED ROUTE (TAG).

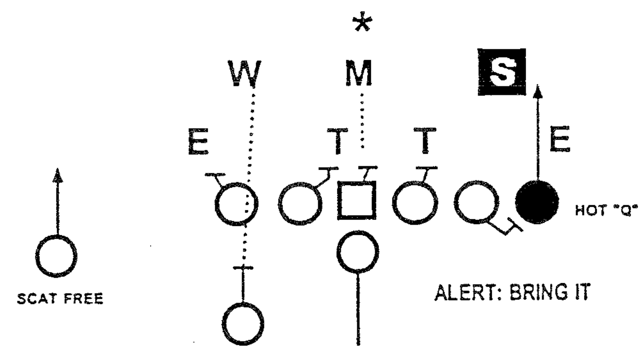
SERIES		PLAY	BASE FORMATIONS
DROPBACK <FLOW AWAY>	MC#2	76/77 376/377	BROWN - WIDE - WIDER SOLO (TIGER - ZEBRA)

376/377 = AGGRESSIVE DUAL

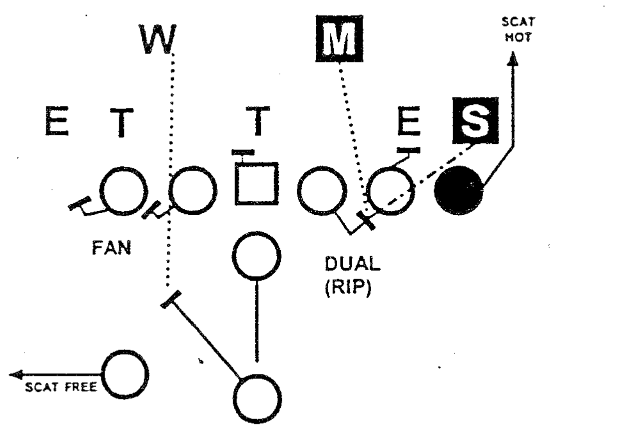
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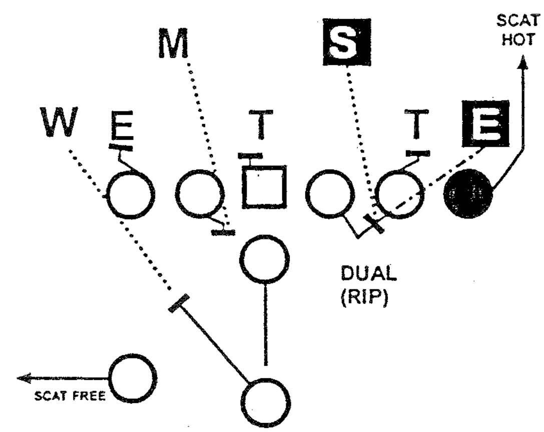
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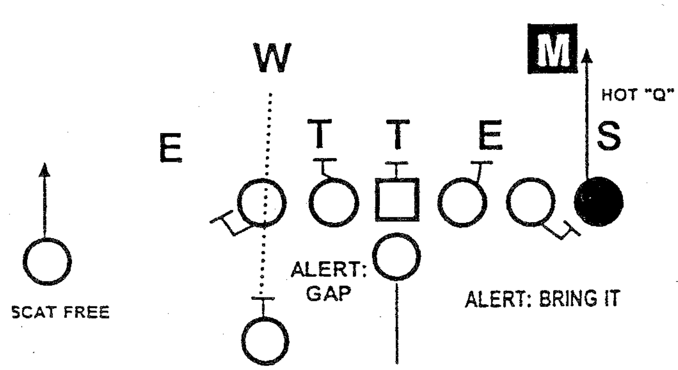
25 OKIE



57 OKIE

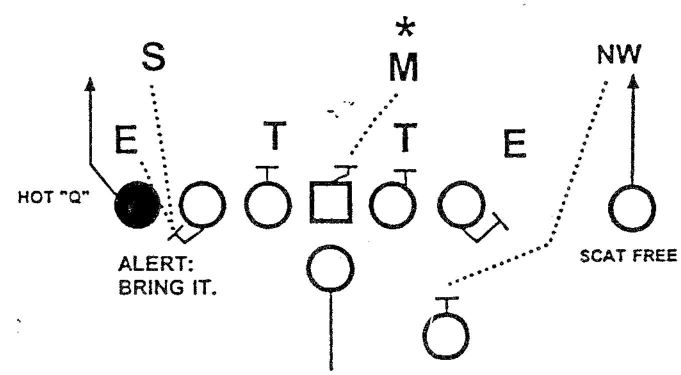


25 SINK



N42

DECLARE MIKE



NEW YORK JETS

MINI-CAMP #2 2001

PROTECTIONS 1-B

NEW YORK JETS

ACT 3/2 PROTECTION

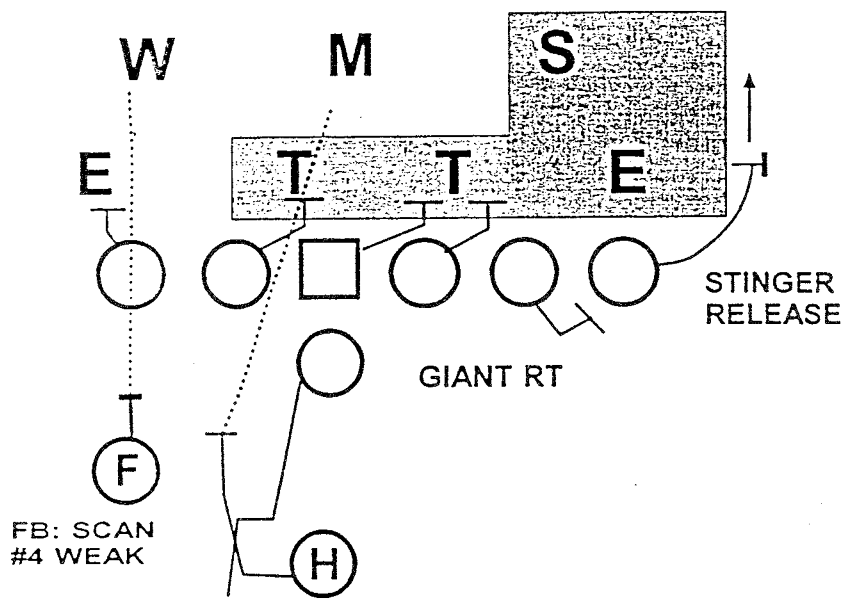
ACT 3/2 IS A PLAY ACTION PROTECTION THAT REFLECTS THE ACT 45/44 BASE RUN. ACT 3/2 IS A SOLID (7 MAN) PROTECTION THAT IS TURNED AT 3/2 BUBBLE HOLE. THE "Y" WILL CHECK #4 TO INSURE THE SOLID PROTECTION (8 MAN).

HB AGGRESSIVELY FAKE ACT 45/44 BASE TO CALLED SIDE. BLOCK 1st BUBBLE LBER INSIDE THE FB'S BLOCK. THE CHECK RELEASE IS A THRU OVER THE BALL.

FB AGGRESSIVELY BLOCK WILL LBER. SCAN #4. CHECK RELEASE INTO ROUTE.

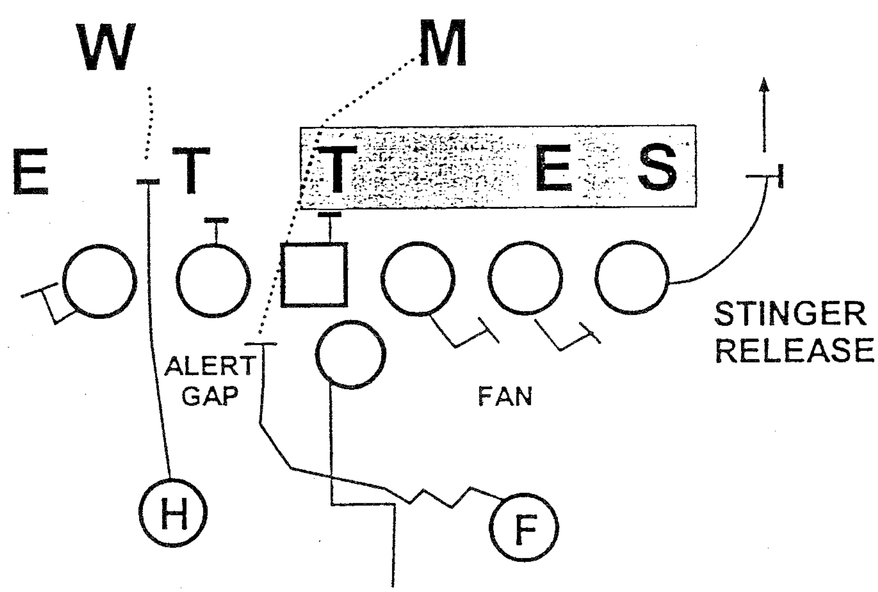
Y "STINGER RELEASE", CHECK #4 - AS YOU RELEASE TO ROUTE.

QB CARRY OUT ACT 45/44 BASE FAKE. PROTECTION IS SOLID. DROP WILL BE VARY WITH ROUTE.



ACT 3 PAINT PROTECTION

ACT 3 PAINT IS A PLAY ACTION PROTECTION THAT REFLECTS THE 45 PAINT. ACT 3 PAINT IS A SOLID PROTECTION THAT IS TURNED AT 3/2 BUBBLE HOLE. THE "Y" WILL CHECK #4 TO INSURE THE SOLID PROTECTION.



HB BLOCK WILL LBER SHOW & GO. SCAN #4. CHECK RELEASE INTO ROUTE.

FB AGGRESSIVELY FAKE 45 PAINT AT 3 HOLE. BLOCK 1st BUBBLE LBER MIKE. THE CHECK DOWN IS THRU OVER THE BALL.

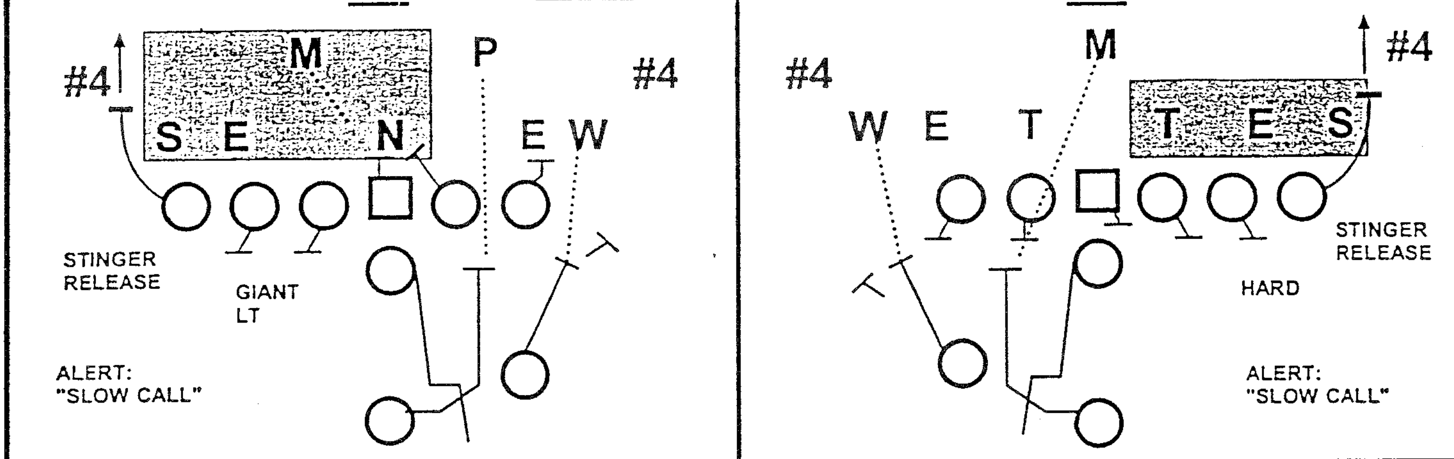
Y CHECK #4 - "STINGER RELEASE", AS YOU RELEASE INTO ROUTE.

QB CARRY OUT 45 PAINT FAKE. PROTECTION IS SOLID. DROP WILL VARY WITH ROUTE.

NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
PLAY ACTION	ACT 3/2 (AWAY)	QUEEN // KING FUZZ

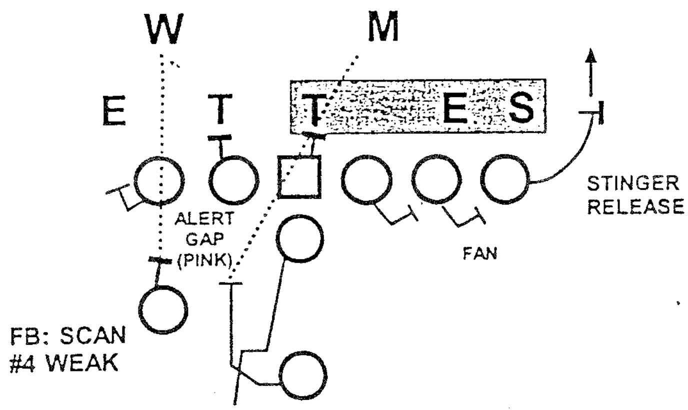
ACT 44/45 BASE



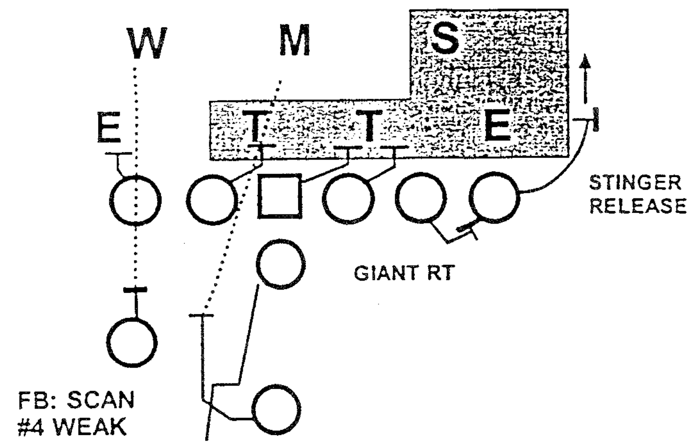
Y	STINGER RELEASE - RUN ASSIGNED ROUTE ALERT "STINGER" RELEASE vs #4 (SS/SC) CREATED FROM THE SECONDARY. WHEN #4 ENTERS THE BOX, (SSI = "BUZZ" CALL) CHECK RELEASE
T	ASSUME FB RESPONSIBILITIES IN BACKFIELD SETS.
ONSIDE TACKLE *WEAKSIDE*	BLOCK DE ALERT: SINK OUT.
ONSIDE GUARD *WEAKSIDE*	BLOCK #1 - vs GUARD BUBBLE TURN AWAY FROM PROTECTION # (3/2). ALERT: SINK, GAP, GIANT.
CENTER	BLOCK MINUS A GAP: ALERT: GIANT, HARD, SINK OUT, STONE IT.
OFFSIDE GUARD *STRONGSIDE*	BLOCK MINUS B GAP: ALERT: GIANT, HARD, SINK.
OFFSIDE TACKLE *STRONGSIDE*	BLOCK MINUS C GAP: ALERT: GIANT, HARD, SINK OUT.
FULLBACK *STRONG BACK*	44/45 BASE ACTION AT WILL LBER. BLOCK WILL LBER. ALERT TK BUBBLE, BLOCK 1ST LBER OFF BALL OUTSIDE / IN. SCAN #4 (WS/WC). ALERT: PINK, (GAP) C.P. SKIPPY RELEASE IF POSSIBLE.
HALFBACK *WEAK BACK*	FAKE (45/44 BASE) ACTION. PROTECTION FIRST. BLOCK MK LBER WITH "A" GAP RESPONSIBILITY. - GIANT - PINK (GAP). ALERT: PINK (GAP) - GIANT - STONE IT.

SERIES		PLAY	BASE FORMATIONS
PLAY ACTION	MC#2	ACT 3/2 (AWAY)	QUEEN // KING FUZZ

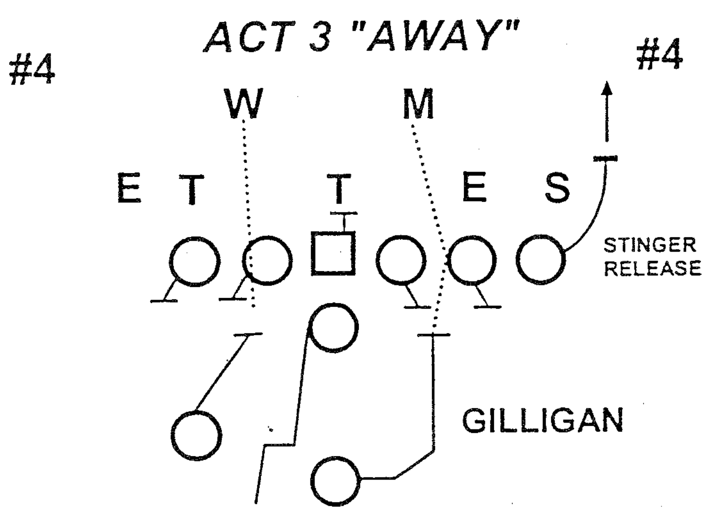
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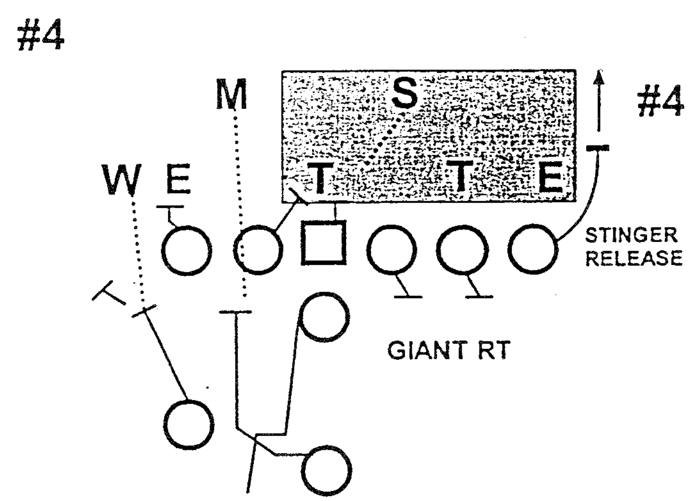
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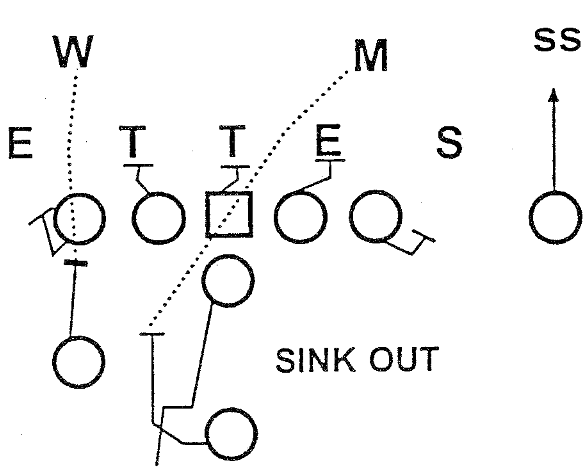
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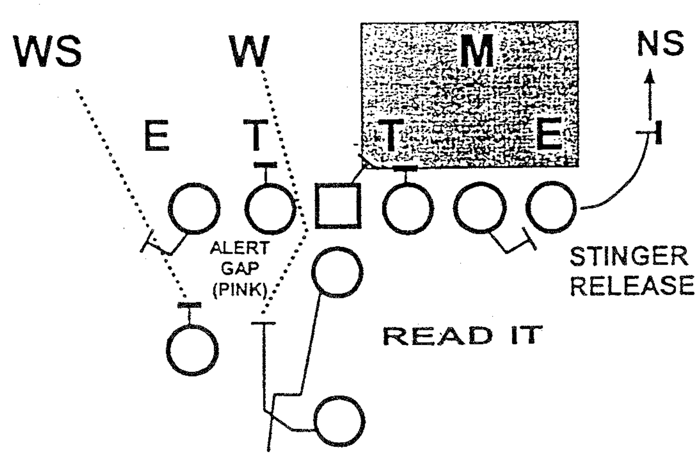
57 OKIE



25 SINK



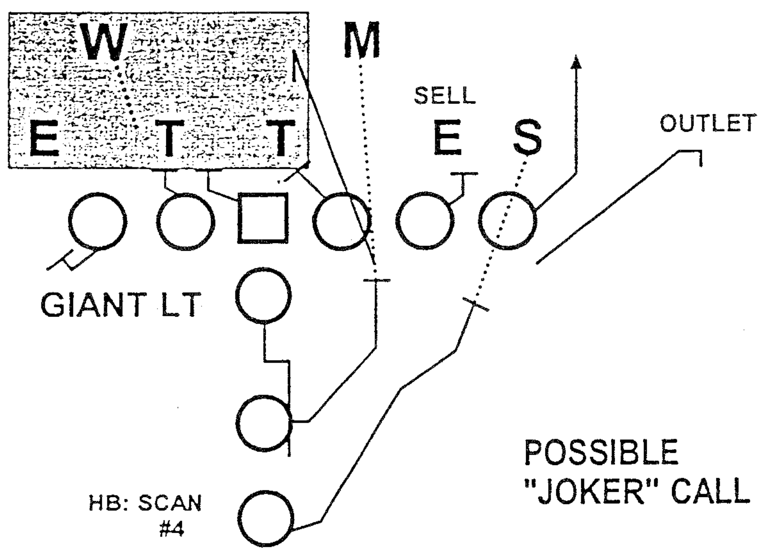
N42



NEW YORK JETS

FOX 2/3 PROTECTION

FOX 2/3 IS A PLAY ACTION PROTECTION THAT REFLECTS FOX 42/43 RUN ACTION. FOX IS A "SOLID" (7 MAN) PROTECTION THAT IS TURNED AT THE 2/3 BUBBLE.

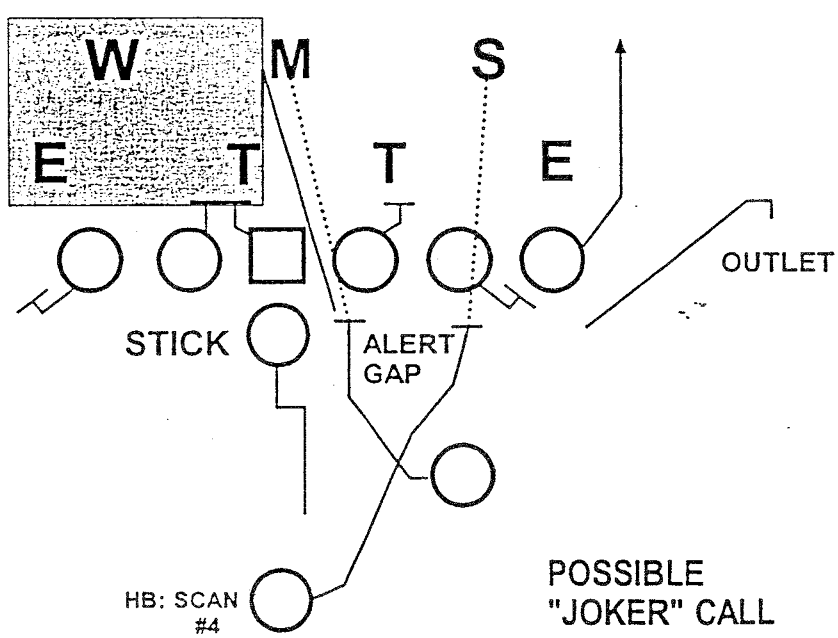


HB *AGGRESSIVELY FAKE THE FOX 42/43 RUN AND THEN BLOCK THE SAM LBER, SCAN #4. THE CHECK DOWN IS SLOW SHOOT.*

QB *CARRY OUT THE FOX 42/43 RUN FAKE. PROTECTION IS SOLID (7 MAN). DROP WILL VARY ON ROUTES.*

FB *AGGRESSIVELY FAKE THE FOX 42/43 RUN AND THEN BLOCK THE MIKE LBER. THE CHECK DOWN IS THRU OVER THE BALL. ALERT: PINK CALL.*

Y *RELEASE TO ROUTE.*

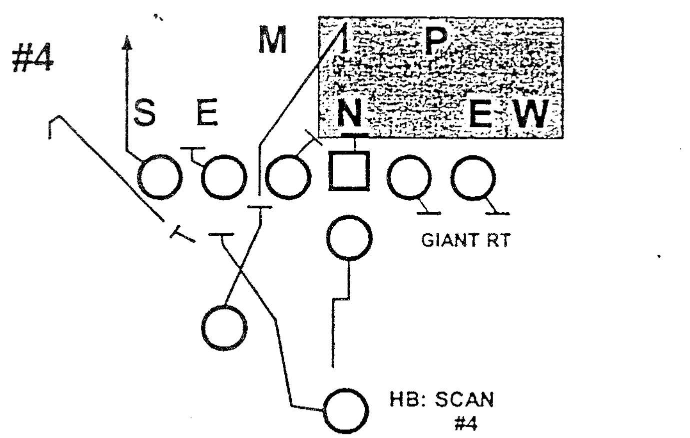


NEW YORK JETS

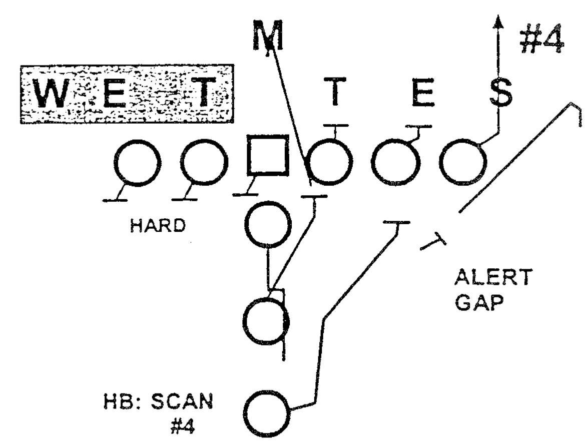
SERIES	PLAY	BASE FORMATIONS
PLAY ACTION	FOX 2/3 FOX 200/300 (3 STEP)	RED // KING GREEN // BROWN

FOX 42/43 RUN

3-4



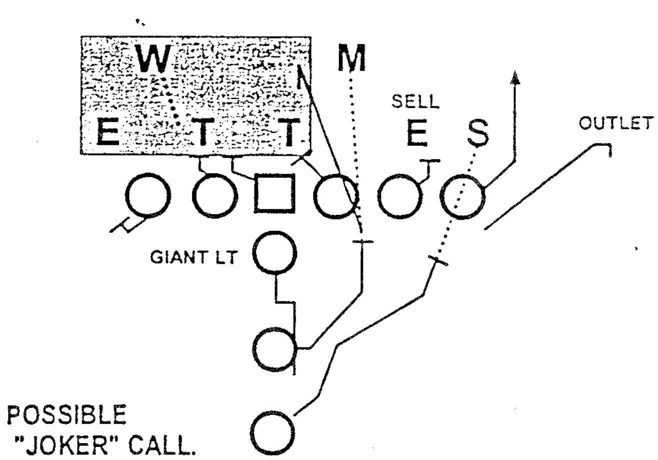
4-3



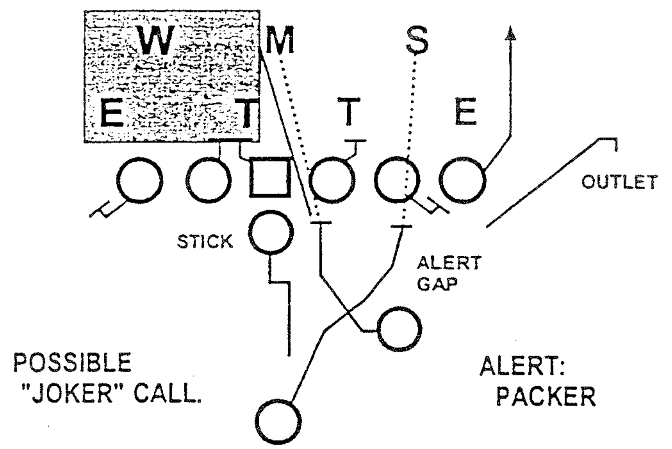
Y	RELEASE - RUN ASSIGNED ROUTE
T	ASSUME FB RESPONSIBILITIES, WITH BACKFIELD ALIGNMENTS.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE ALERT: (SINK) PACKER #).
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - vs GUARD BUBBLE TURN AWAY FROM PROTECTION # (2/3). ALERT: GAP, GIANT, (SINK) PACKER #, STONE IT.
CENTER	BLOCK MINUS A GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE GUARD *WEAKSIDE*	BLOCK MINUS B GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK MINUS C GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
FULLBACK *STRONG BACK*	RUN ACTION AT HOLE CALL, PROTECTION IS 1st. BLOCK MK LBER WITH "A" GAP RESPONSIBILITY. ALERT: GIANT - JOKER- PINK - STONE IT. BEAR = (PACKER)
HALFBACK *WEAK BACK*	FAKE FOX 42/43 ACTION. PROTECTION 1ST!! BLOCK SAM LBER."B" GAP RESPONSIBILITY ALERT TK BUBBLE = BLOCK 1ST LBER OFF BALL OUTSIDE / IN. SCAN #4 (SS/SC). ALERT: JOKER - PINK. BEAR = (PACKER)

SERIES PLAY ACTION	MC #2	PLAY FOX 2/3 FOX 200/300	BASE FORMATIONS RED // KING GREEN // BROWN

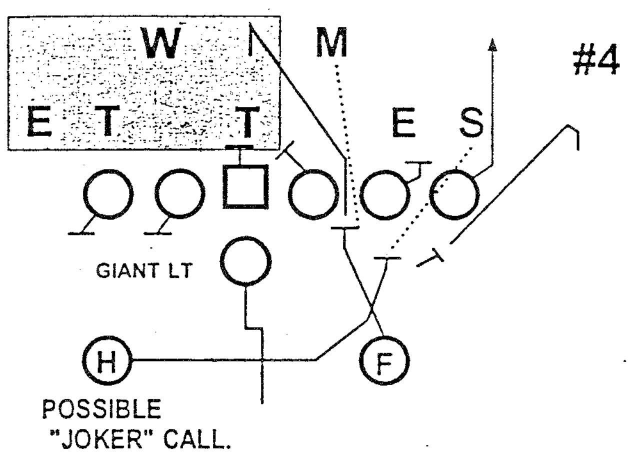
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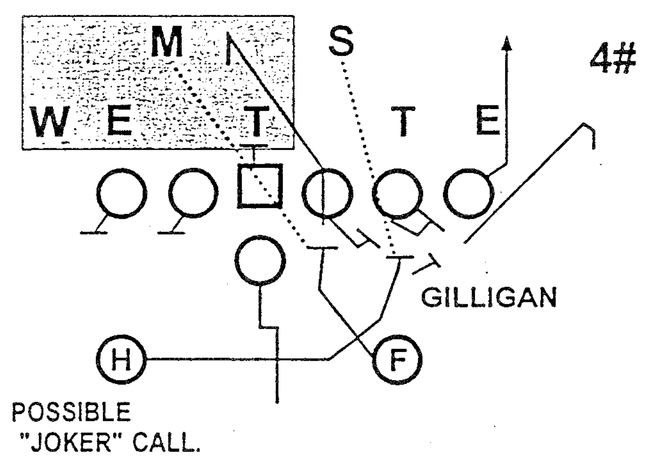
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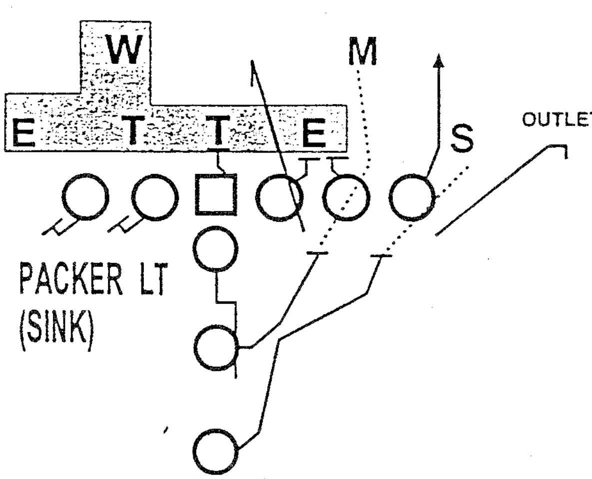
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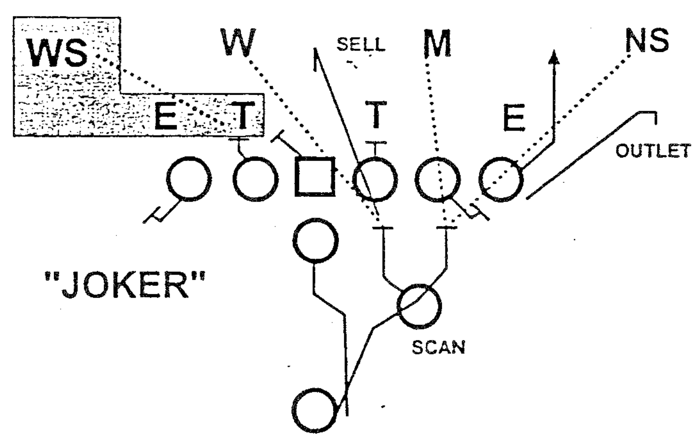
57 OKIE



25 SINK



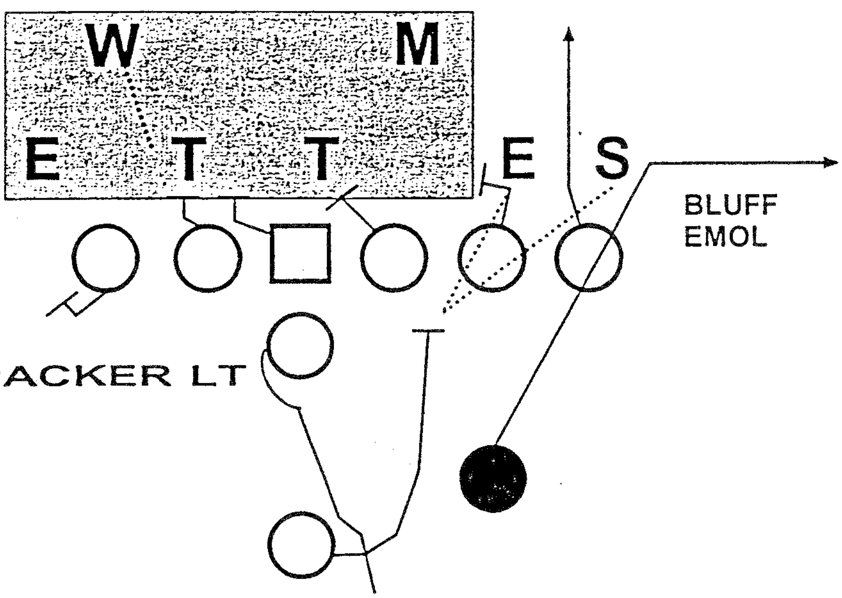
N42



NEW YORK JETS

HORSE 2/3 "SPIDER" PROTECTION

HORSE (HOUND) 2/3 "SPIDER" IS A PLAY ACTION PROTECTION THAT REFLECTS 16/17 POWER (OUTSIDE) ACTION. SPIDER IS A FULL TURN PROTECTION.



HB AGGRESSIVELY FAKE POWER ACTION. BLOCK THE FIRST THREAT OUTSIDE THE OT'S BLOCK. CHECK DOWN (LATE) THRU OVER THE BALL.

FB BLUFF E.M.O.L.O.S. RUN SHOOT ROUTE. IF HOT, TURN YOUR HEAD.

Y RELEASE TO ROUTE.

QB REVERSE(OPEN) OUT 16/17 POWER FAKE. PROTECTION IS FULL TURN. DROP WILL VARY BASED ON ROUTES.

ACT 3/2 "SPIDER" PROTECTION

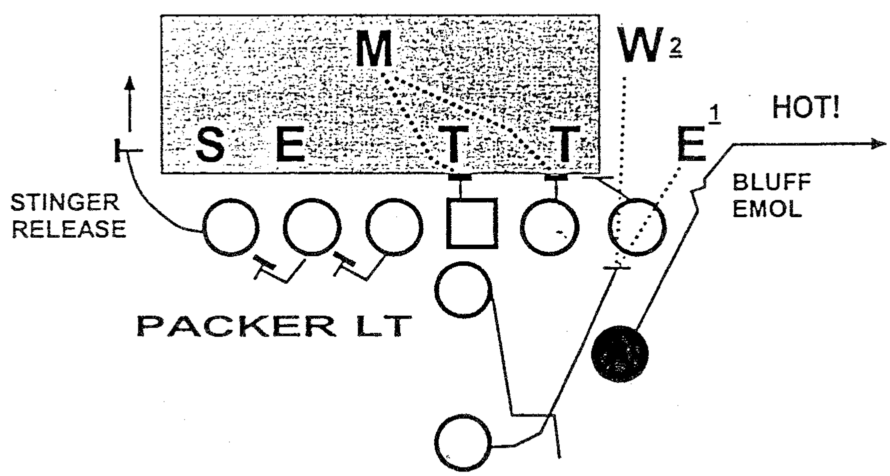
ACT 3/2 "SPIDER" IS A PLAY ACTION PROTECTION THAT REFLECTS THE ACT 45/44 BASE ACTION. "SPIDER" IS A FULL TURN PROTECTION.

HB AGGRESSIVELY FAKE ACT45/44 BASE ACTION. BLOCK THE FIRST THREAT OUTSIDE THE OT'S BLOCK. CHECK DOWN (LATE) THRU OVER THE BALL.

FB BLUFF E.M.O.L.O.S. RUN SHOOT ROUTE. IF HOT, TURN YOUR HEAD.

Y STINGER RELEASE INTO ROUTE. ALERT FOR S/S or S/C BLITZ!

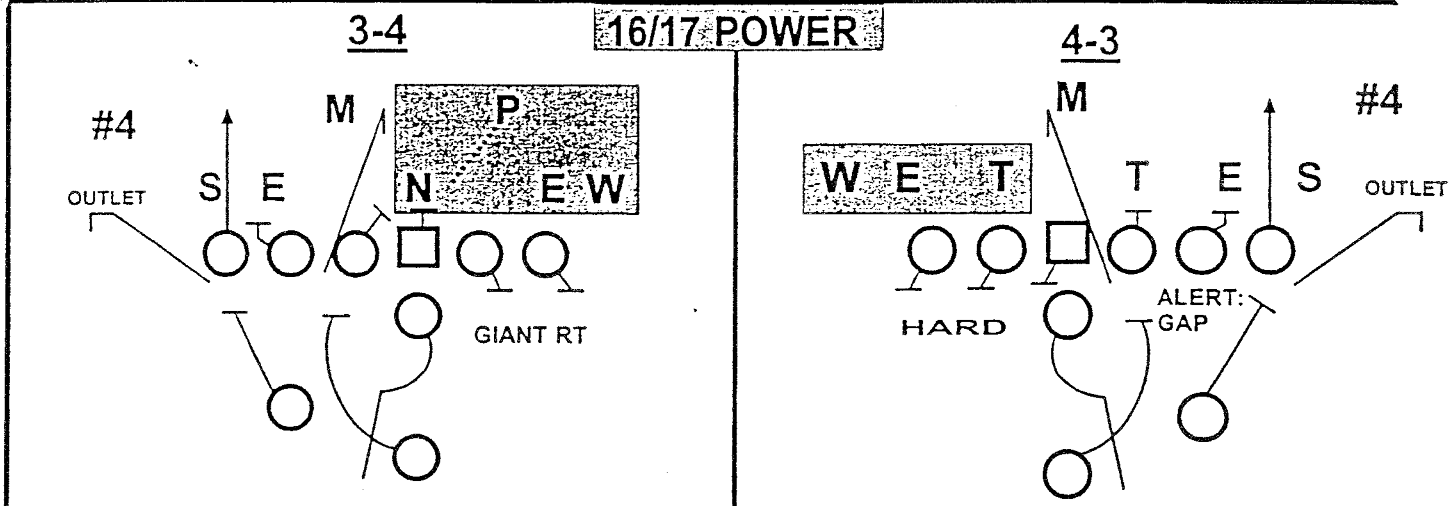
QB AGGRESSIVELY FAKE ACT 45/44 BASE. PROTECTION IS FULL TURN. DROP WILL VARY BASED ON ROUTES.



TE: ALERT SS & SC BLITZ.

NEW YORK JETS

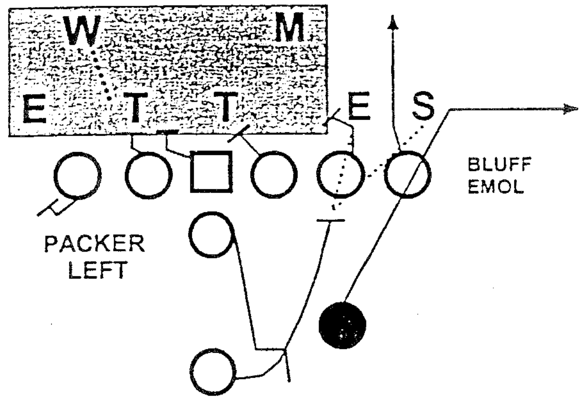
SERIES	PLAY	BASE FORMATIONS
PLAY ACTION	HORSE 2/3	KING // GREEN // RED



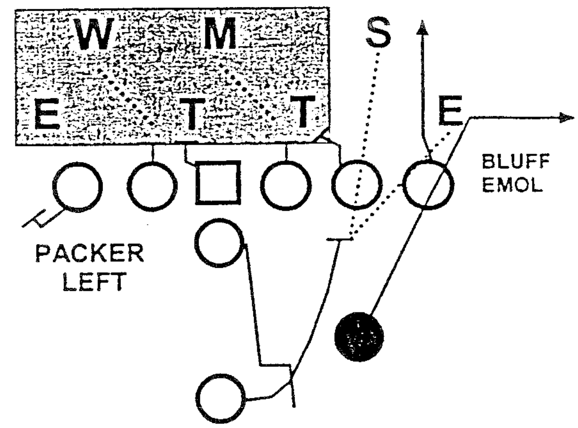
Y	RELEASE - RUN ASSIGNED ROUTE
T	ASSUME FB RESPONSIBILITIES, WITH BACKFIELD ALIGNMENTS.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE ALERT: (SINK) PACKER #).
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - vs GUARD BUBBLE TURN AWAY FROM PROTECTION # (2/3). ALERT: GAP, GIANT, (SINK) PACKER #, STONE IT.
CENTER	BLOCK MINUS A GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE GUARD *WEAKSIDE*	BLOCK MINUS B GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK MINUS C GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
FULLBACK *STRONG BACK*	RUN 16/17 OUTSIDE ACTION. PROTECTION 1ST!! BLOCK SAM LBER."B" GAP RESPONSIBILITY. ALERT TK BUBBLE = BLOCK 1ST LBER OFF BALL OUTSIDE / IN. SCAN #4 (SS/SC). ALERT: JOKER - PINK. BEAR = (PACKER).
HALFBACK *WEAK BACK*	RUN 16/17 OUTSIDE ACTION AT HOLE CALL, PROTECTION IS 1st. BLOCK MK LBER WITH "A" GAP RESPONSIBILITY. ALERT: GIANT - JOKER- PINK - STONE IT. BEAR = (PACKER).

SERIES PLAY ACTION	MC#2	PLAY	BASE FORMATIONS
		HOUND 2/3 SPIDER HORSE 2/3 SPIDER	GREEN//KING QUEEN "FUZZ"

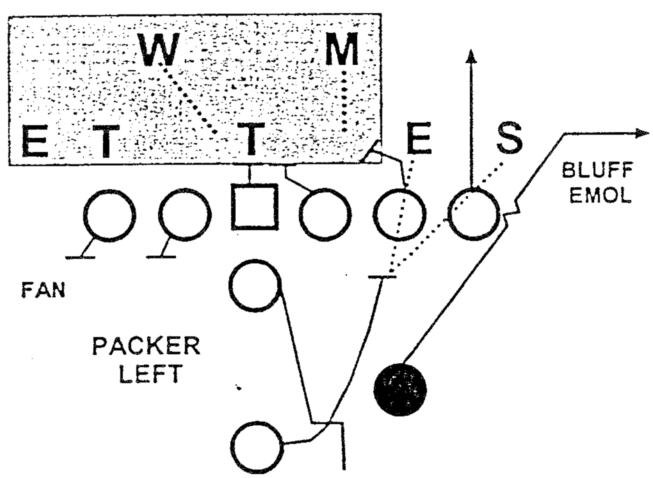
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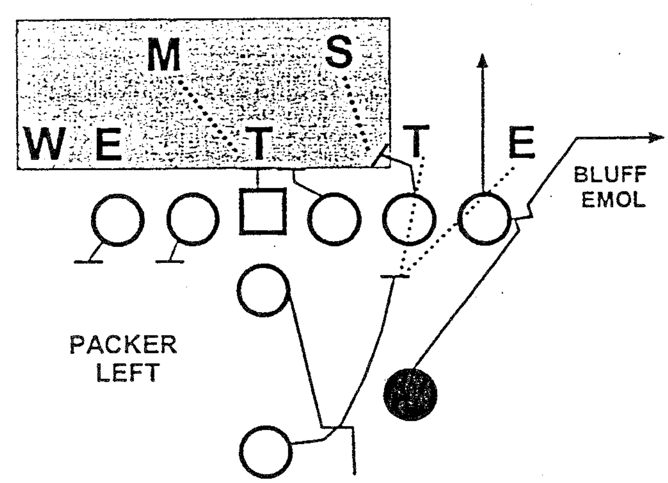
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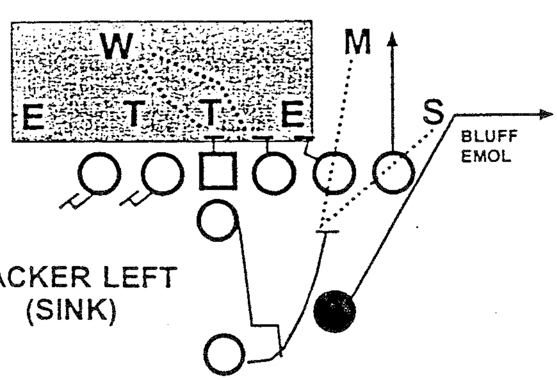
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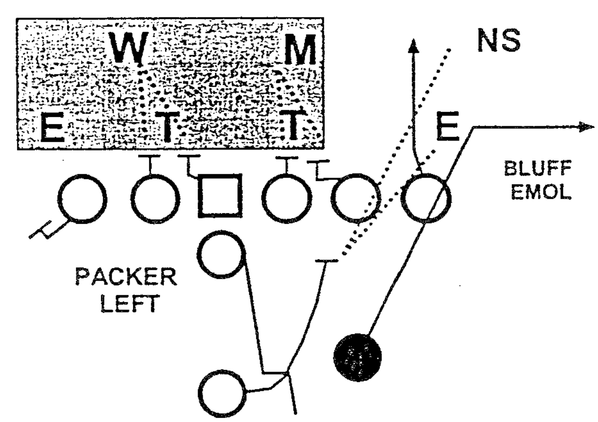
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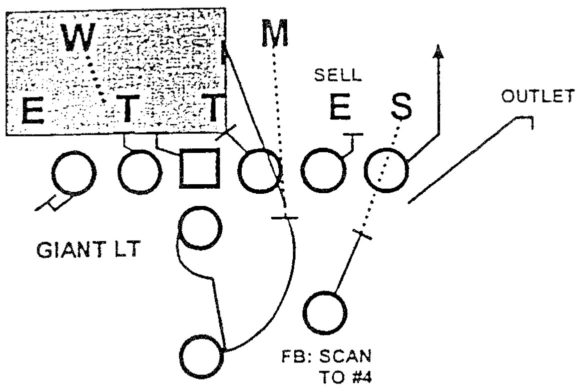


NK 4-2

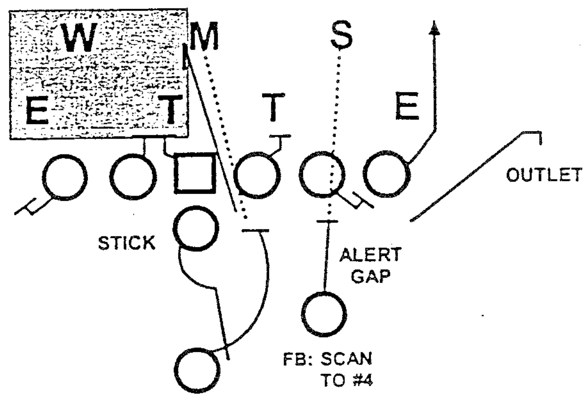


SERIES PLAY ACTION	MC #2	PLAY HORSE 2/3	BASE FORMATIONS KING // QUEEN FUZZ

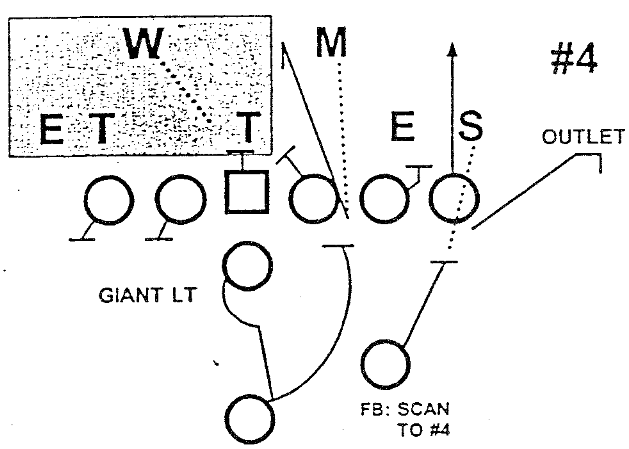
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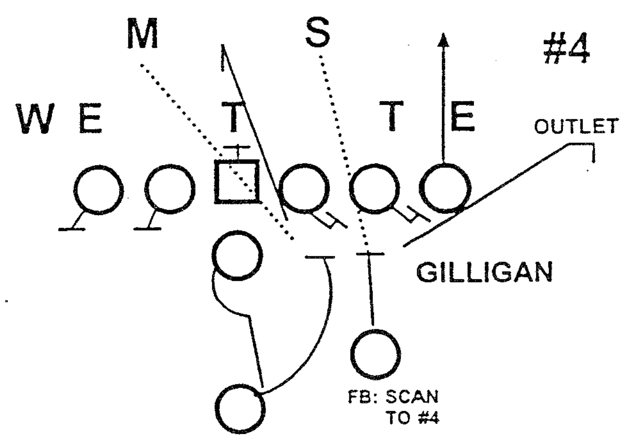
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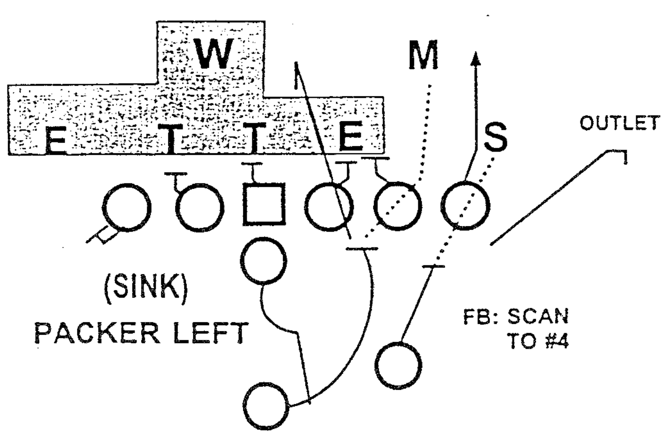
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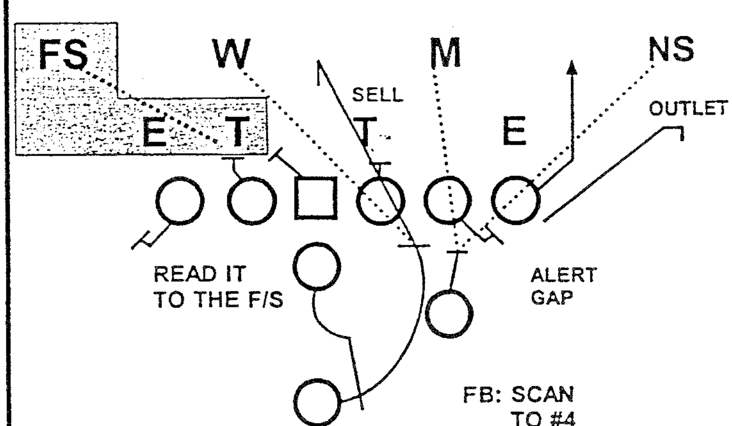
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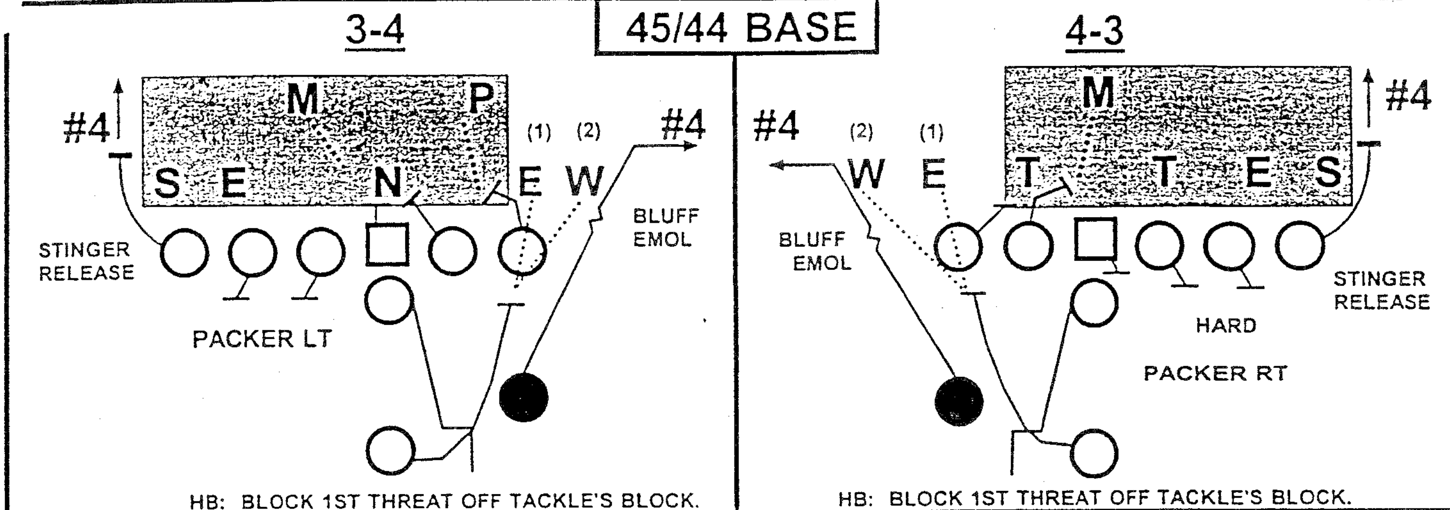
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"JOKER CALL"

NEW YORK JETS

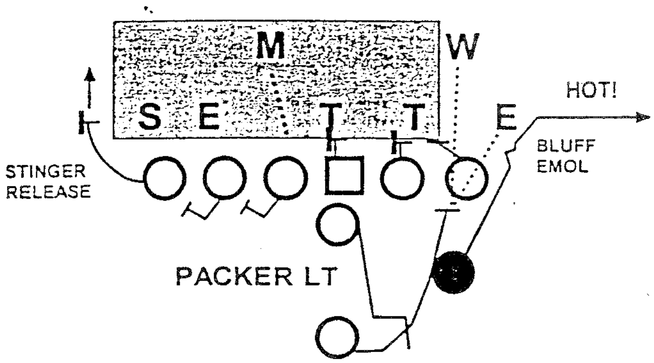
SERIES	PLAY	BASE FORMATIONS
PLAY ACTION	ACT 3/2 "SPIDER"	GREEN // QUEEN KING "FUZZ"



Y	STINGER RELEASE - RUN ASSIGNED ROUTE ALERT "STINGER" RELEASE vs #4 (SS/SC) CREATED FROM THE SECONDARY, OFF THE EDGE. WHEN #4 ENTERS THE BOX, (SSI = "BUZZ" CALL) CHECK RELEASE OFF SAM LBER (#4) = "SLOW" CALL.
T	ASSUME FB RESPONSIBILITIES (QUEEN) (GREEN).
ONSIDE TACKLE *WEAKSIDE*	BLOCK B MINUS GAP IF COVERED USE WHEEL TECH UNLESS THE ONSIDE GUARD IS COVERED. ALERT: PACKER
ONSIDE GUARD *WEAKSIDE*	BLOCK A MINUS GAP IF COVERED POST HAND 3 TECH. ALERT: PACKER
CENTER	BLOCK PLUS A GAP. ALERT: PACKER - HARD.
OFFSIDE GUARD *STRONGSIDE*	BLOCK PLUS B GAP. ALERT: PACKER - HARD.
OFFSIDE TACKLE *STRONGSIDE*	BLOCK PLUS C GAP. ALERT: PACKER - HARD
FULLBACK *WEAK BACK*	SCAT HOT RELEASE- BLUFF EMOL AND RUN SHOOT. TK UNCOVERED BLUFF DE, TK COVERED BLUFF OLB.
HALFBACK	AGGRESSIVELY FAKE ACT 45/44 BASE ACTION. BLOCK THE FIRST THREAT OUTSIDE THE OT'S BLOCK. CHECK DOWN (LATE) THRU OVER THE BALL. CP- CLOSE THE DISTANCE BETWEEN FB BLUFF AND MDM DEFENDER, DO NOT HESITATE!!

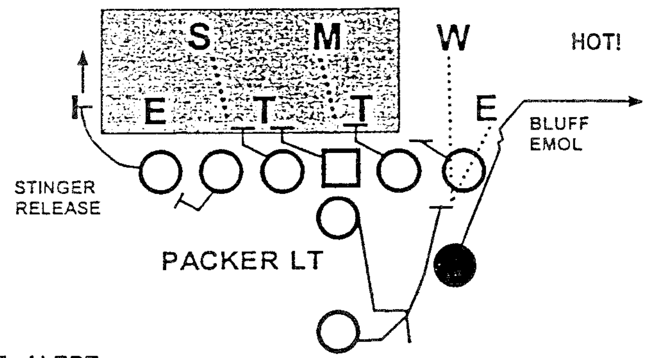
SERIES		PLAY	BASE FORMATIONS
PLAY ACTION	**MC#2**	ACT 3/2 "SPIDER"	GREEN // QUEEN KING "FUZZ"

25



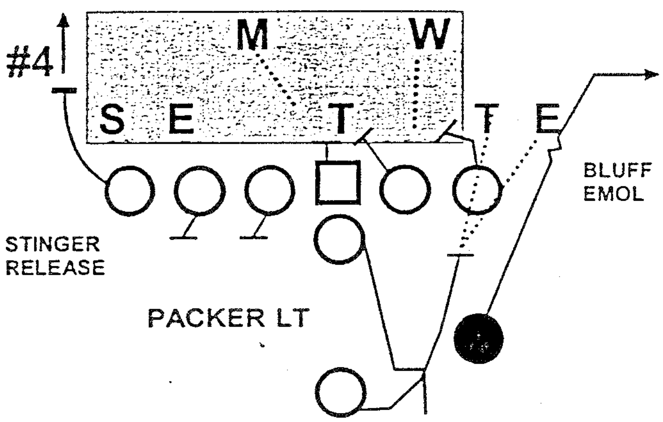
TE: ALERT
SS & SC BLITZ.

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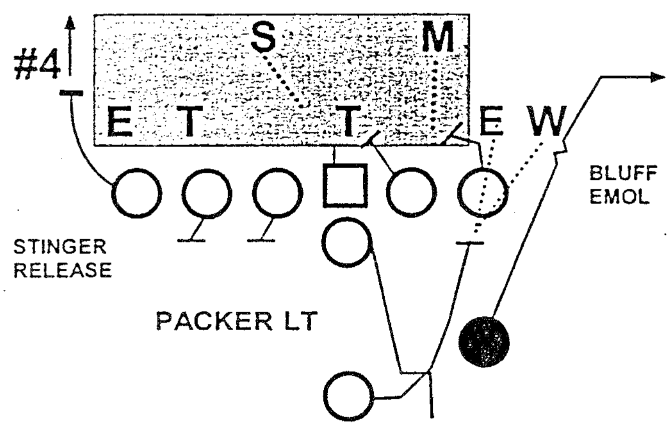


TE: ALERT
SS & SC BLITZ.

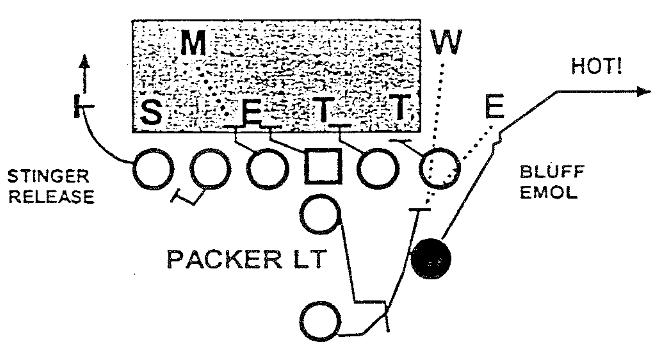
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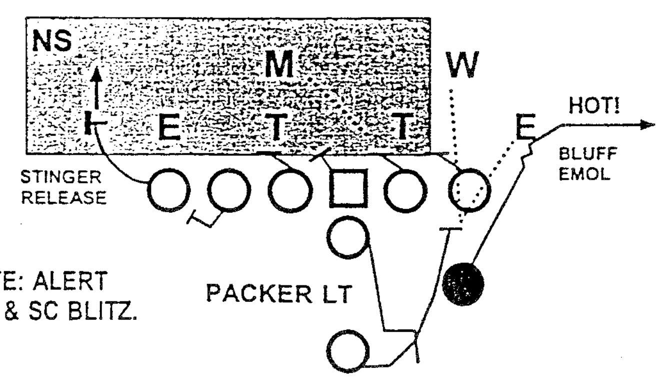


25 SINK



TE: ALERT
SS & SC BLITZ.

NK 4-2

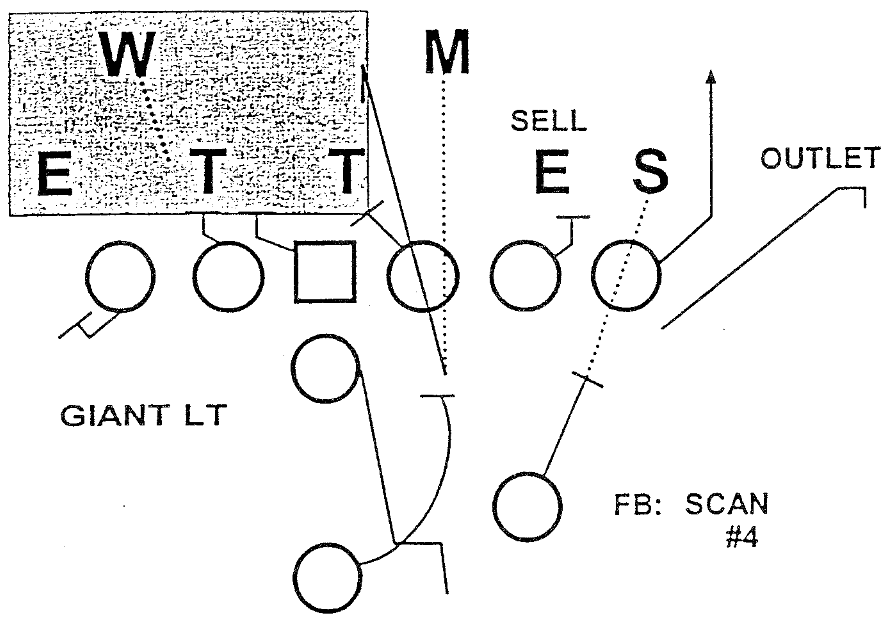


TE: ALERT
SS & SC BLITZ.

NEW YORK JETS

HOUND 2/3 PROTECTION

HOUND 2/3 IS A PLAY ACTION PROTECTION THAT REFLECTS THE 16/17 OUTSIDE. HOUND IS A SOLID 7 MAN) PROTECTION THAT IS TURNED AT 2/3 BUBBLE.



HB *AGGRESSIVELY FAKE 16/17 OUTSIDE AT HOLE CALLED (2/3). BLOCK 1st BUBBLE LBER (MIKE). THE CHECK DOWN IS A 'THRU' OVER THE BALL.*

FB *AGGRESSIVELY BLOCK SAM LBER. CHECK DOWN IS SLOW SHOOT.*

Y *RELEASE TO ROUTE.*

QB *CARRY OUT 14/15 SLASH FAKE. PROTECTION IS SOLID (7 MAN). DROP WILL VARY BASED ON ROUTES.*

HORSE 2/3 PROTECTION

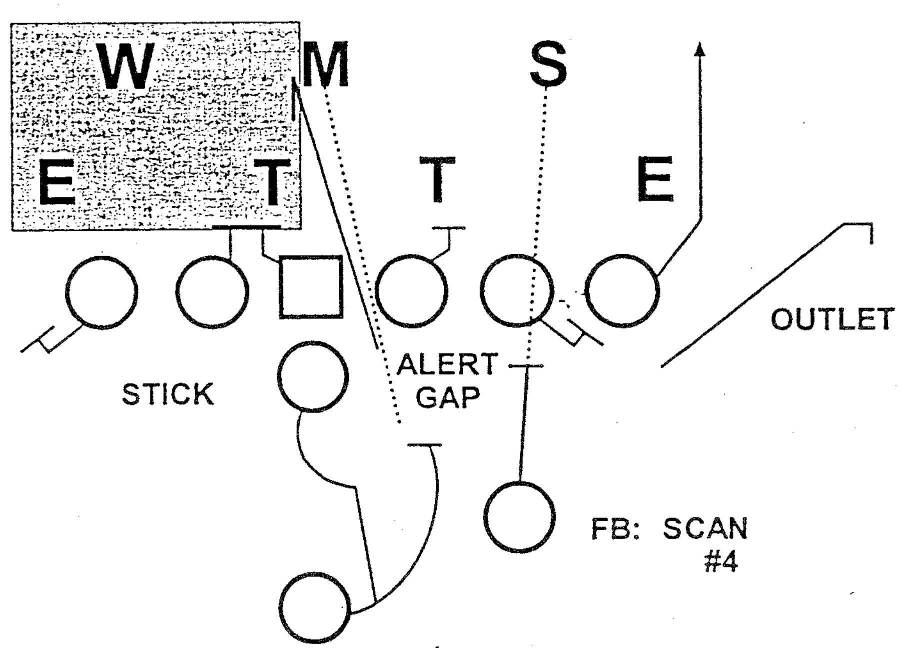
HORSE 2/3 IS A PLAY ACTION PROTECTION THAT REFLECTS THE 16/17 POWER. HORSE IS A SOLID (7 MAN) PROTECTION THAT IS TURNED AT 2/3 BUBBLE.

HB *AGGRESSIVELY FAKE 16/17 POWER AT HOLE CALLED (2/3). BLOCK 1st BUBBLE LBER (MIKE). THE CHECK DOWN IS A 'THRU' OVER THE BALL.*

FB *AGGRESSIVELY BLOCK SAM LBER. CHECK DOWN IS SLOW SHOOT.*

Y *RELEASE TO ROUTE.*

QB *REVERSE OUT 16/17 POWER FAKE. PROTECTION IS SOLID (7 MAN). DROP WILL VARY BASED ON ROUTES.*



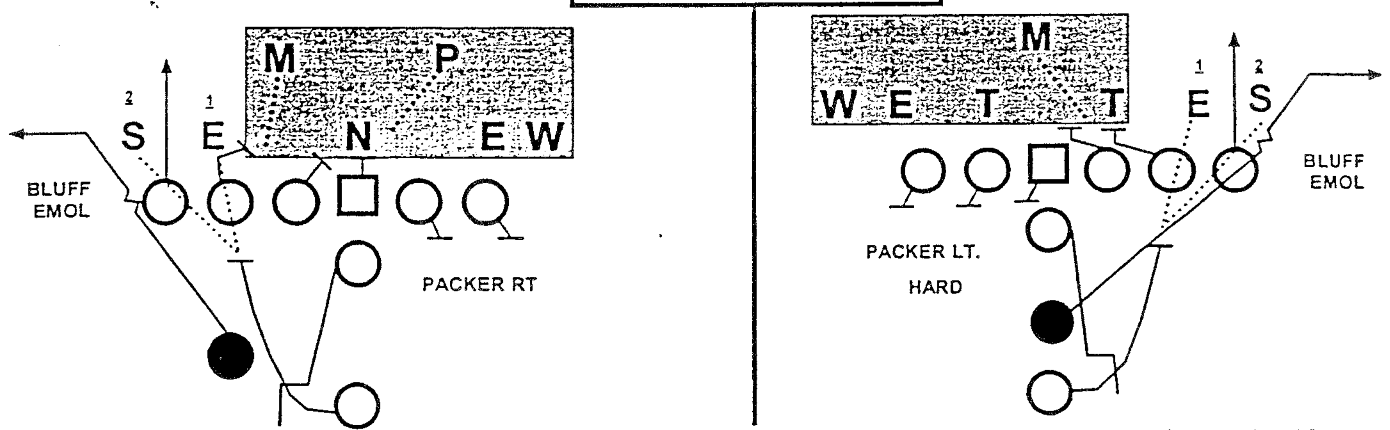
NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
PLAY ACTION	HORSE 2/3 "SPIDER" HOUND 2/3 "SPIDER"	GREEN // KING QUEEN "FUZZ"

34

16/17 POWER
16/17 OUTSIDE

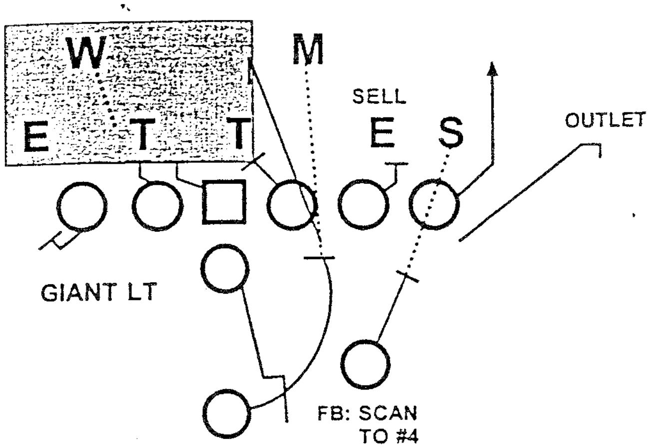
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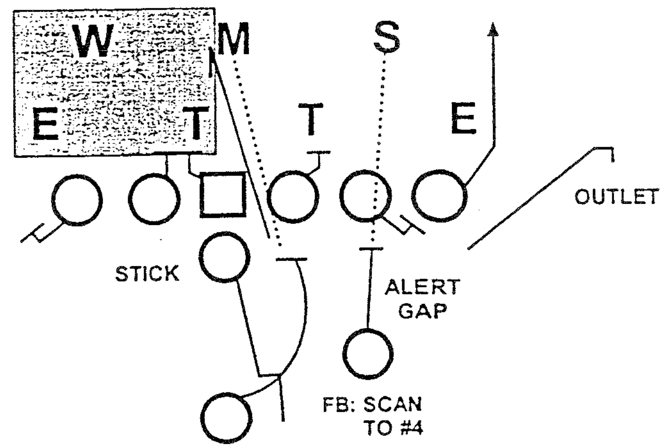
Y	RELEASE -RUN ASSIGNED ROUTE.
T	ASSUME FB RESPONSIBILITIES, (KING) (GREEN) ALIGNMENT.
ONSIDE TACKLE *STRONGSIDE*	BLOCK PLUS B GAP IF COVERED USE WHEEL TECH, UNLESS ONSIDE GUARD IS COVERED. ALERT: PACKER CALL.
ONSIDE GUARD *STRONGSIDE*	BLOCK PLUS A GAP IF COVERED POST HAND 3 TECH. ALERT: PACKER CALL.
CENTER	BLOCK A MINUS GAP. ALERT: PACKER CALL - HARD
OFFSIDE GUARD *WEAKSIDE*	BLOCK B MINUS GAP. ALERT: PACKER CALL - HARD.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK C MINUS GAP. ALERT: PACKER CALL - HARD
FULLBACK *STRONG BACK*	SCAT HOT RELEASE- BLUFF EMOL AND RUN SHOOT. TK UNCOVERED BLUFF DE, TK COVERED BLUFF SAM LB.
HALFBACK *WEAK BACK*	AGGRESSIVELY FAKE 16/17 POWER (OUTSIDE) ACTION. BLOCK THE FIRST THREAT OUTSIDE THE OT'S BLOCK. CHECK DOWN (LATE), THRU OVER THE BALL. CP- CLOSE THE DISTANCE BETWEEN FB BLUFF AND MDM DEFENDER, DO NOT HESITATE!!

SERIES PLAY ACTION	MC#2	PLAY	BASE FORMATIONS
		HOUND 2/3	KING // QUEEN FUZZ

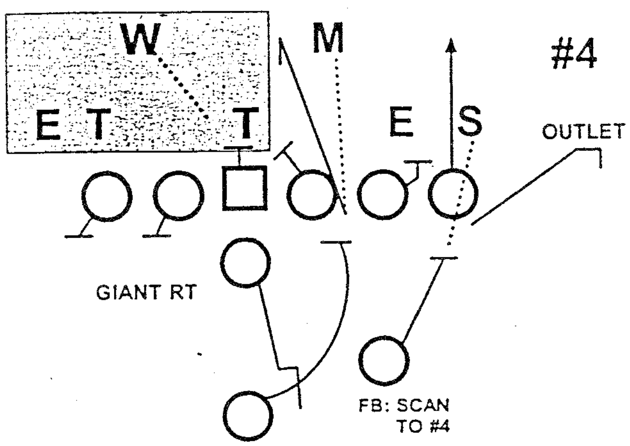
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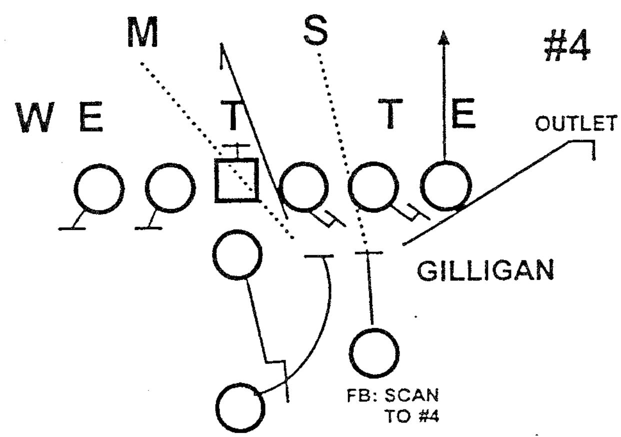
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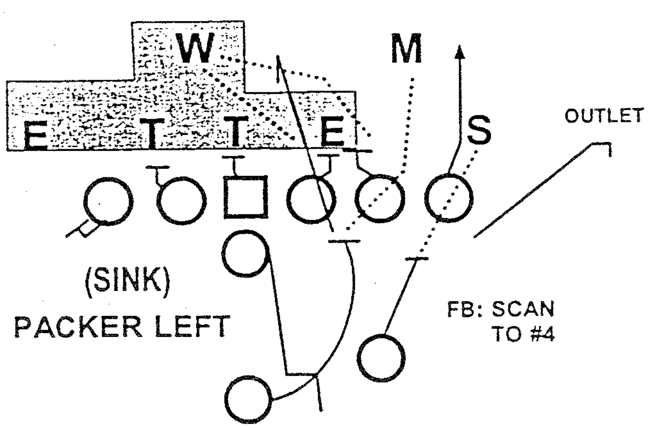
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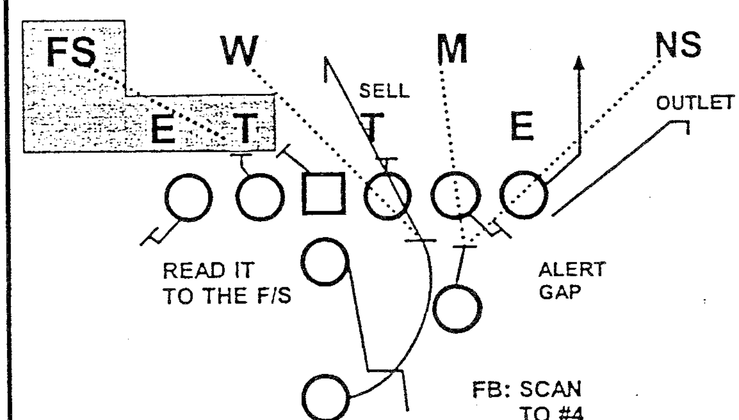
57 OKIE



25 SINK



N42

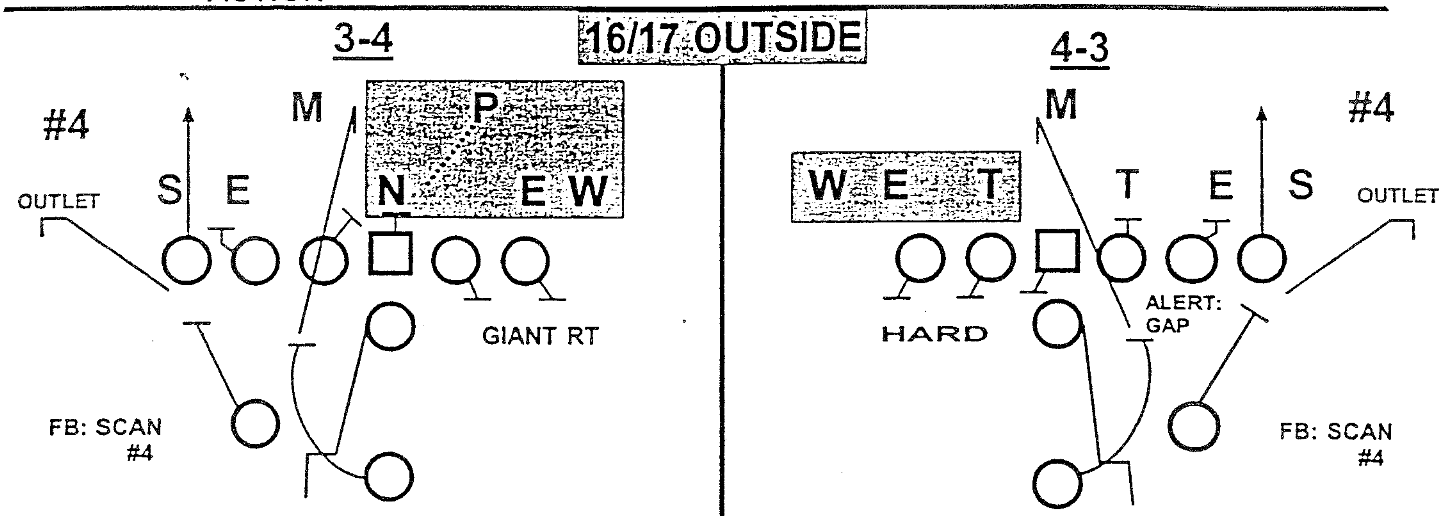


"JOKER CALL"

NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
PLAY ACTION	HOUND 2/3	KING // QUEEN FUZZ

16/17 OUTSIDE



Y	RELEASE - RUN ASSIGNED ROUTE
T	ASSUME FB RESPONSIBILITIES, WITH BACKFIELD ALIGNMENTS.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE ALERT: (SINK) PACKER #).
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - vs GUARD BUBBLE TURN AWAY FROM PROTECTION # (2/3). ALERT: GAP, GIANT, (SINK) PACKER #, STONE IT.
CENTER	BLOCK MINUS A GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE GUARD *WEAKSIDE*	BLOCK MINUS B GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK MINUS C GAP: ALERT: GIANT, HARD, JOKER, (SINK) PACKER #, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
FULLBACK *STRONG BACK*	RUN 16/17 OUTSIDE ACTION. PROTECTION 1ST!! BLOCK SAM LBER."B" GAP RESPONSIBILITY. ALERT TK BUBBLE = BLOCK 1ST LBER OFF BALL OUTSIDE / IN. SCAN #4 (SS/SC). ALERT: JOKER - PINK. BEAR = (PACKER).
HALFBACK *WEAK BACK*	RUN 16/17 OUTSIDE ACTION AT HOLE CALL, PROTECTION IS 1st. BLOCK MK LBER WITH "A" GAP RESPONSIBILITY. ALERT: GIANT - JOKER- PINK - STONE IT. BEAR = (PACKER).

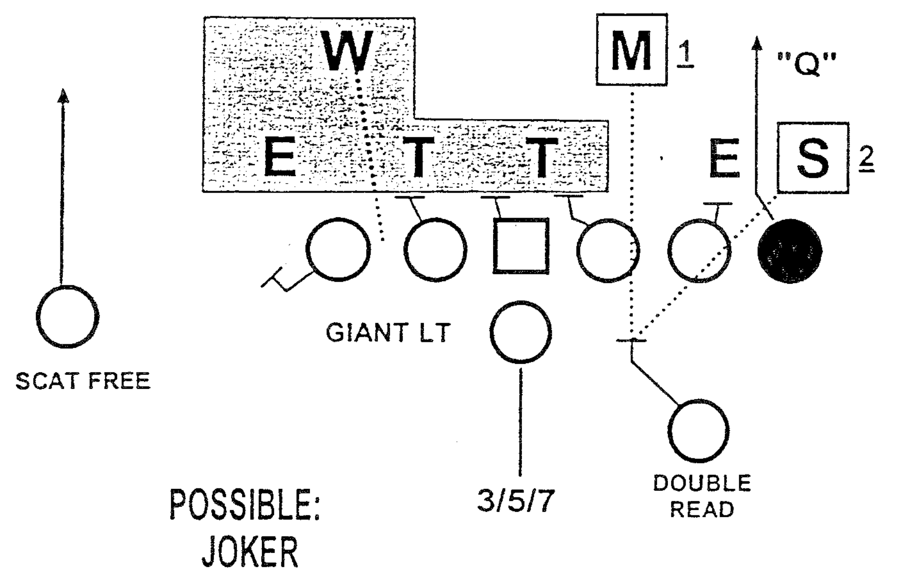
63-67

NEW YORK JETS

2/3 (200/300) JET PROTECTION

HB "SCAT FREE", FB DBL. READ 1 TO 2, Y IS HOT

200/300 = AGGRESSIVE 3 STEP !



HB (FB) SCAT FREE RELEASE INTO YOUR ROUTE.

FB (HB) BLOCK MIKE TO SAM IF THEY DROP, CHECK DOWN THRU 'B GAP' TO OUTLET.

Y HOT (Q) RECEIVER. LOOK QB IN EYE - "Q"

QB DROP VARIES WITH PLAY. vs. FULL DOG LOOK TO Y - HOT (Q) !

2/3 (200/300) ROCKET PROTECTION

HB (FB) SCAT FREE, FB (HB) BLOCK #1 ONSIDE BUBBLE LBER, Y BLOCK AREA

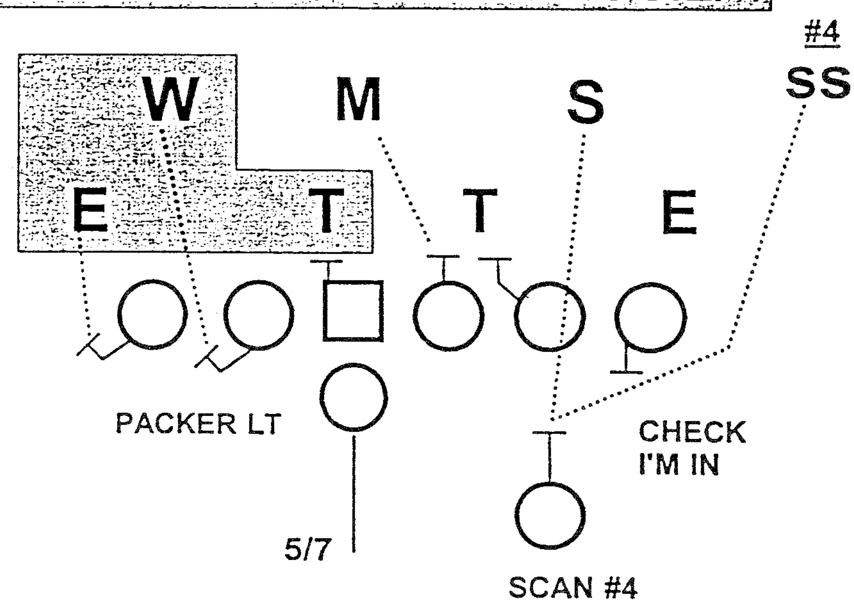
HB (FB) SCAT FREE RELEASE INTO YOUR ROUTE.

FB (HB) BLOCK CALLSIDE BUBBLE BACKER IF HE DROPS. SCAN #4 CHECK RELEASE THRU TO C GAP OUTLET.

Y "ROCKET" TELLS THE TE TO AREA SAM AND DE WITH OT IF OT IS COVERED. IF PACKER CALL YOU HAVE END MAN WITH 'C GAP' PRESENCE FROM FB.

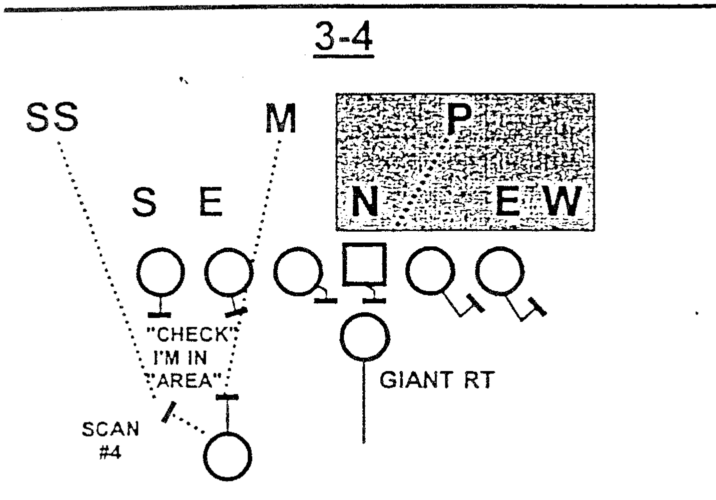
QB DROP VARIES WITH PLAY. 5 TO 7 STEP DROP. SOLID PROTECTION.

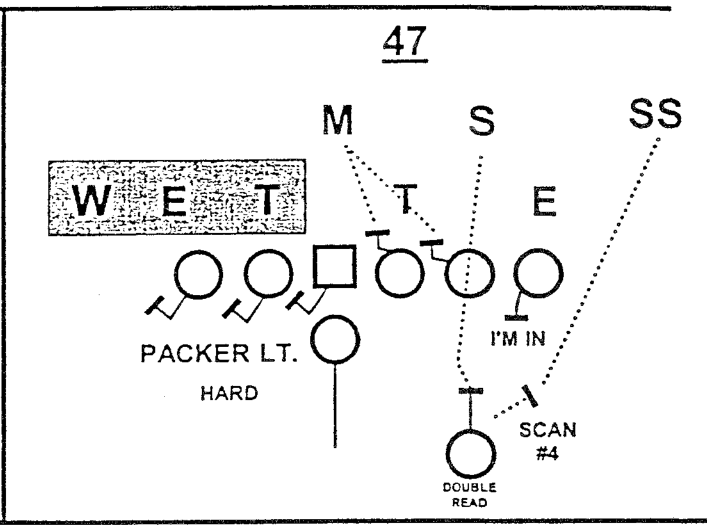
200/300 ROCKET = AGGRESSIVE 3 STEP !



NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK	2/3 ROCKET 200/300 ROCKET	RED



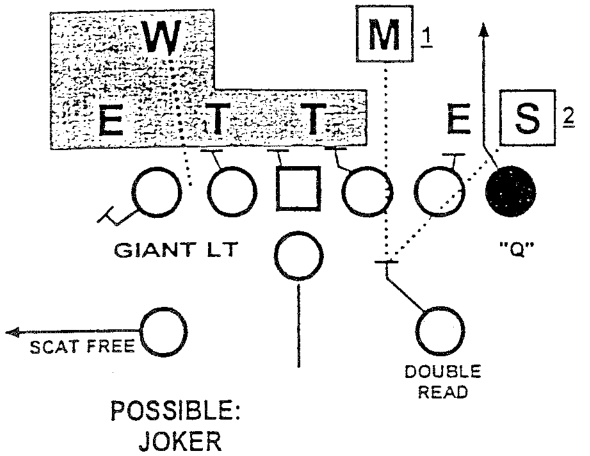


Y	"ROCKET" TELLS THE TE TO AREA SAM AND DE WITH A COVERED OT. IF PACKER CALL YOU HAVE END MAN WITH 'C GAP' CHIP FROM FB. IF "BIG PACKER" YOU ARE PART OF THE SLIDE INSIDE.
T	RELEASE AND RUN ASSIGNED ROUTE.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE IF COVERED - UNCOVERED PACKER INSIDE TO 1ST BUBBLE LBER. ALERT: AREA // BIG PACKER CALL IF COVERED.
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - vs GUARD BUBBLE TURN AWAY FROM PLAY # - vs TACKLE BUBBLE PACKER DOWN THRU A+ GAP ALERT: PACKER (SINK), GIANT.
CENTER	BLOCK A MINUS GAP: ALERT: HARD, GIANT, PACKER (SINK).
OFFSIDE GUARD *WEAKSIDE*	BLOCK B MINUS GAP: ALERT: HARD, GIANT, PACKER (SINK).
OFFSIDE TACKLE *WEAKSIDE*	BLOCK C MINUS GAP: ALERT: HARD, GIANT, PACKER (SINK).
FULLBACK *STRONG BACK*	BLOCK 1st BUBBLE BACKER PLAYSIDE. SCAN #4 (S/S / S/C). ALERT: TACKLE BUBBLE, HELP TE WITH C GAP PRESENCE.. BIG PACKER (TURN PROTECTION RULE).
HALFBACK *WEAK BACK*	EXTENDED AILINMENTS **SCAT FREE RELEASE:** NO "HOT" RESPONSIBILITY, RUN ROUTE (TAG)

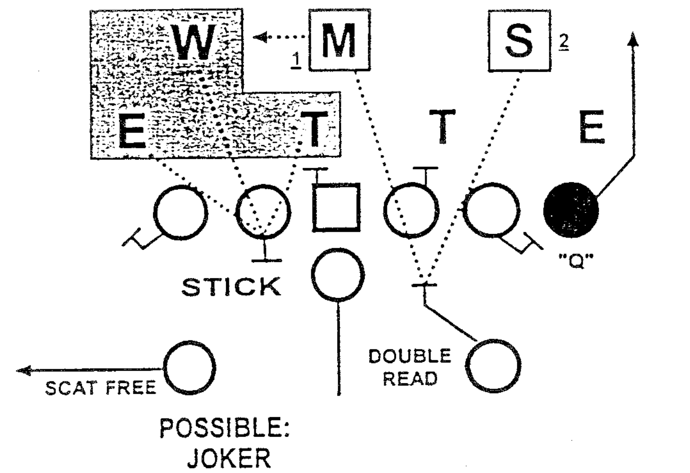
SERIES		PLAY	BASE FORMATIONS
DROPBACK	**MC#2**	2/3 JET 200/300 JET	RED // SOLO <TIG> BLUE

200/300 = AGGRESSIVE SLIDE

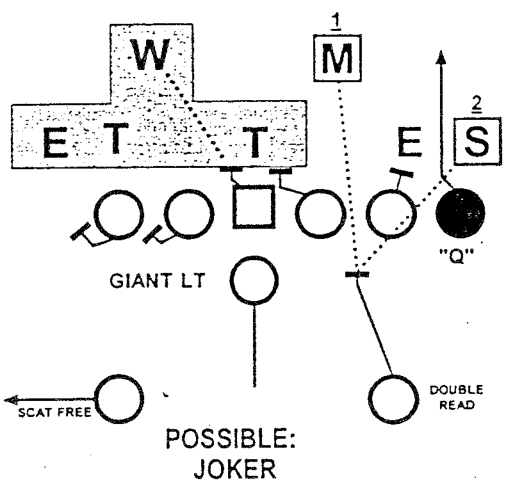
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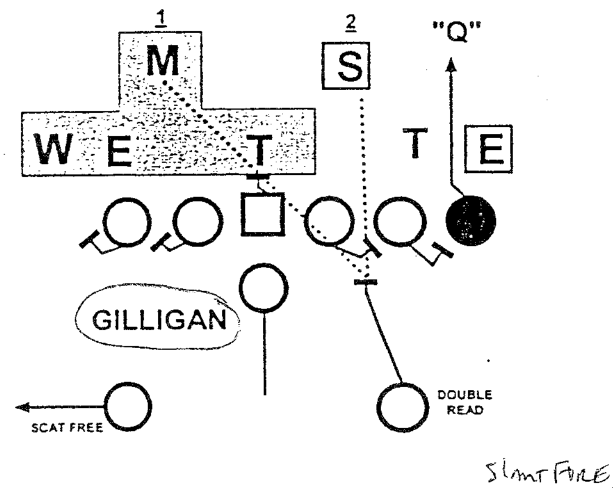
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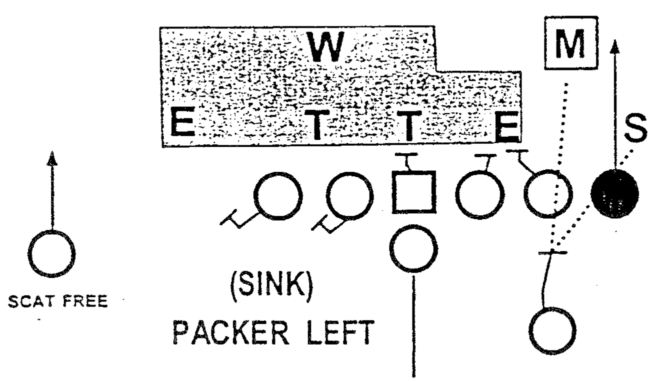
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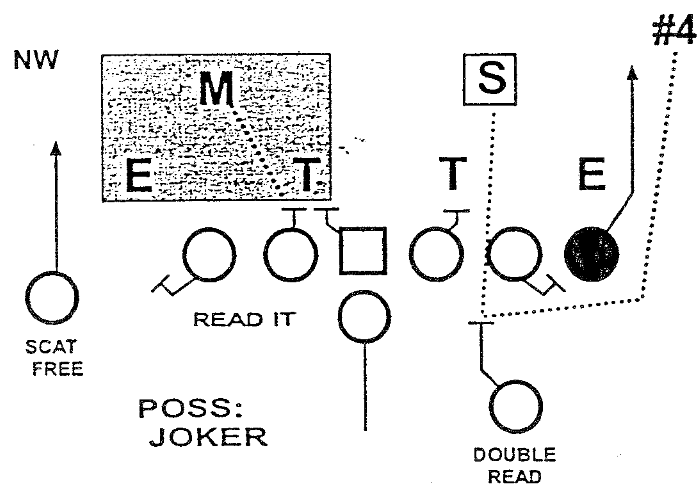
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25 SINK



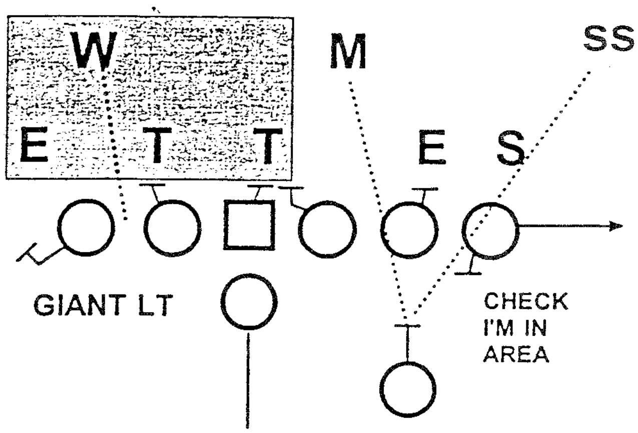
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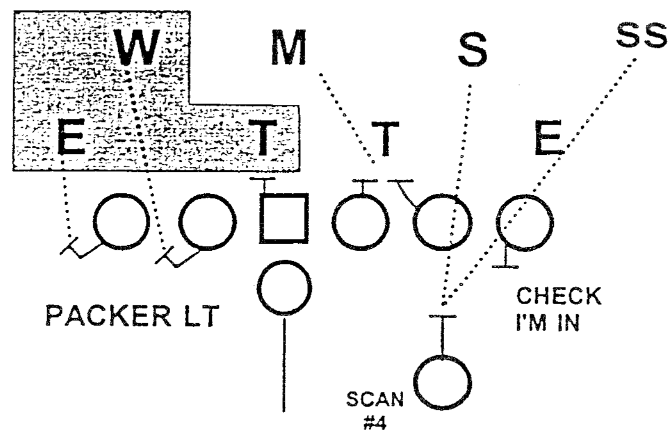
SERIES		PLAY	BASE FORMATIONS
DROPBACK	**MC#2**	2/3 ROCKET 200/300 ROCKET	RED // SOLO

200/300 = AGGRESSIVE SLIDE

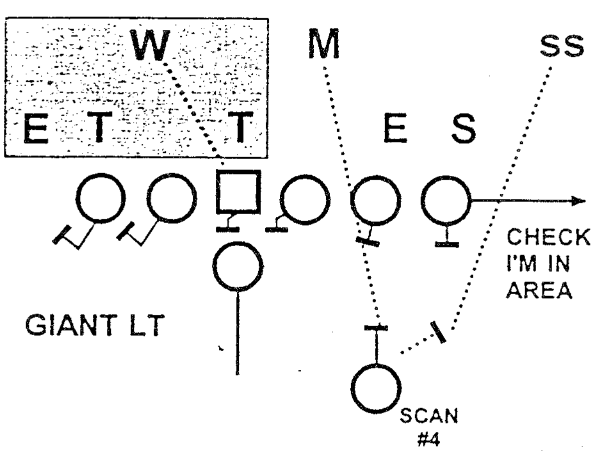
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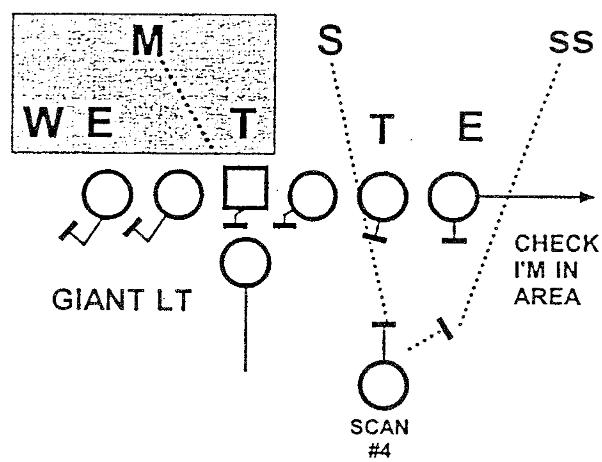
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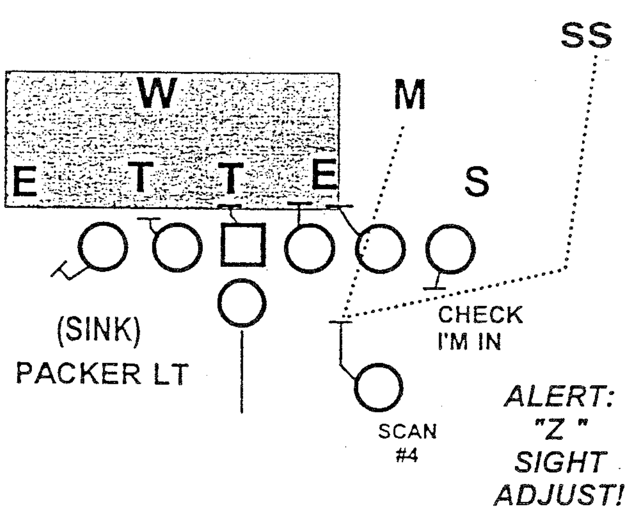
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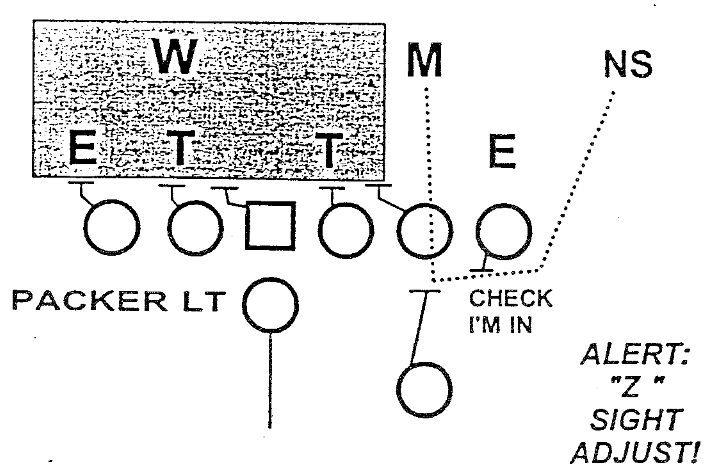
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25 SINK



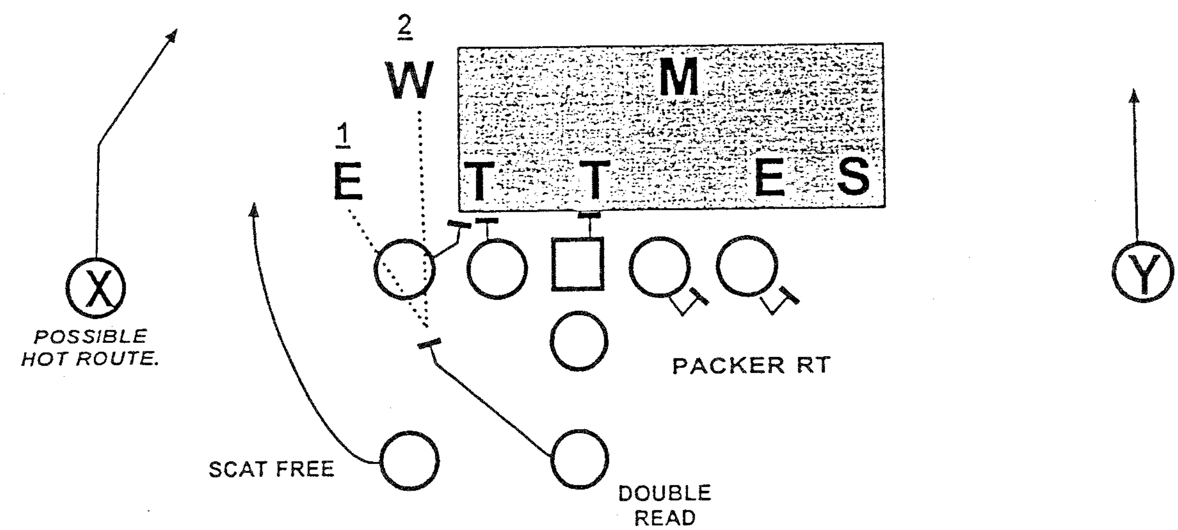
N42



NEW YORK JETS

3/2 JET "WEAK" PROTECTION

HB SCAT FREE, FB DBL. READ

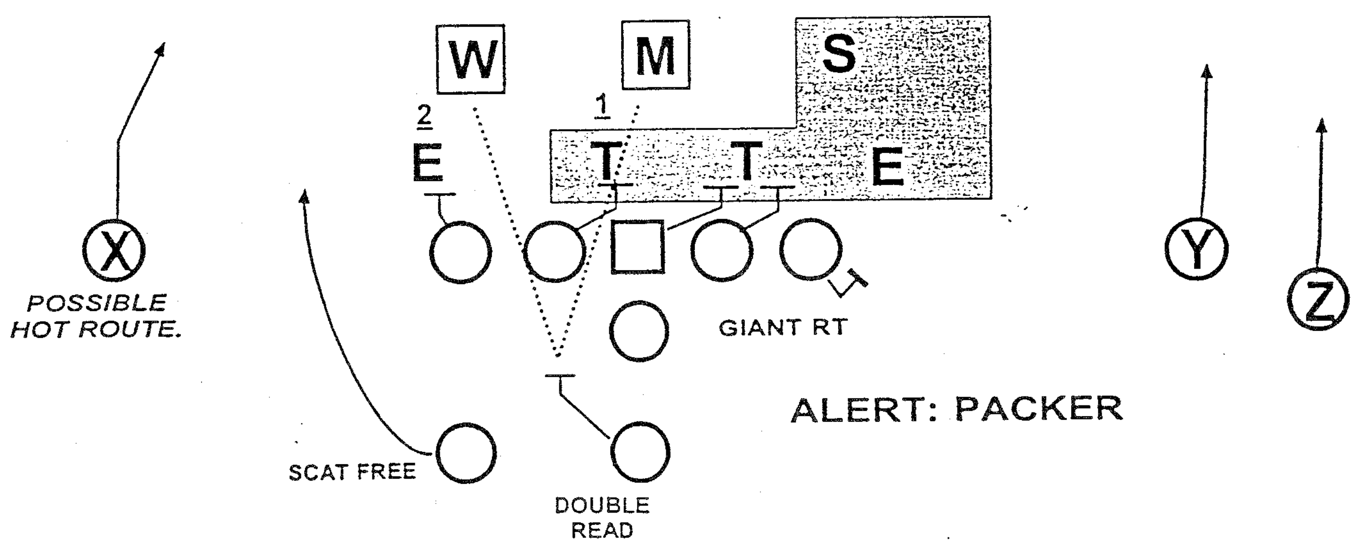


HB SCAT FREE RELEASE, RUN ASSIGNED ROUTE

Y OPEN = RELEASE AND RUN ASSIGNED ROUTE.
TIGHT = STINGER RELEASE #4

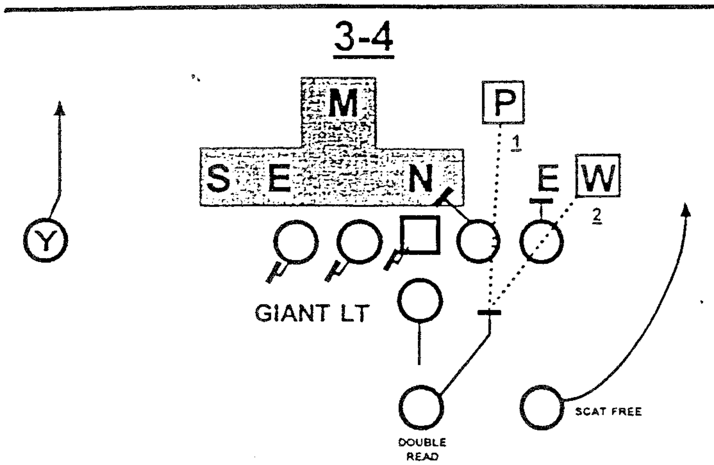
FB DOUBLE READ (1/2):
BLOCK RESP: MIKE (PLUG vs. 34) TO WILL LBER. SCAN #4 (FS/WC).

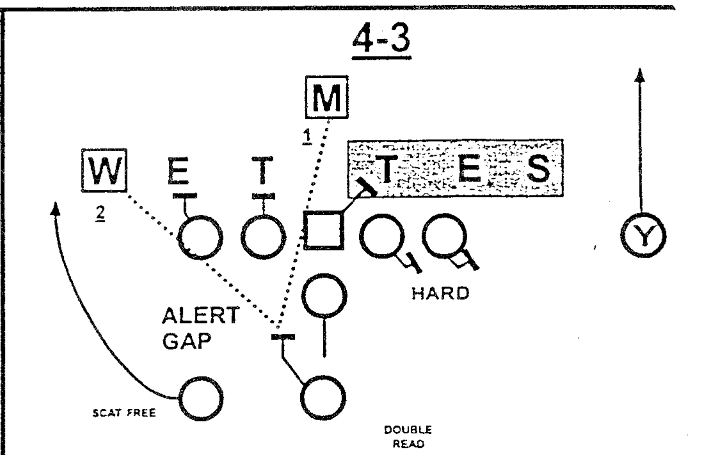
QB DROP VARIES WITH PLAY.
LOOK TO HOT RECEIVER (X).



NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK	3/2 JET "WEAK"	BROWN // BLUE

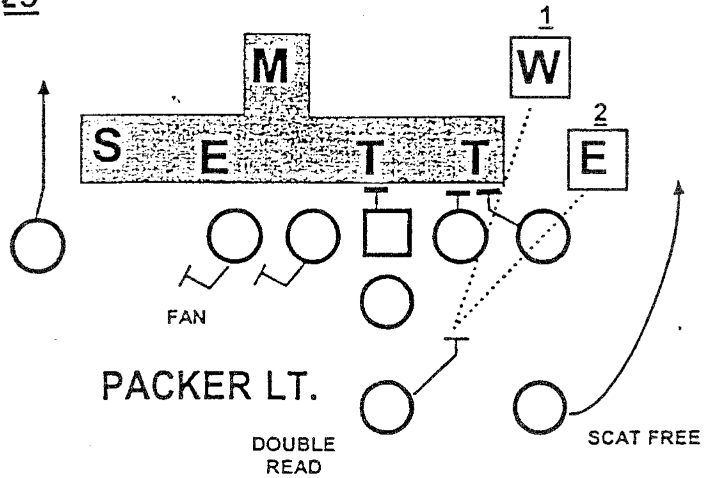




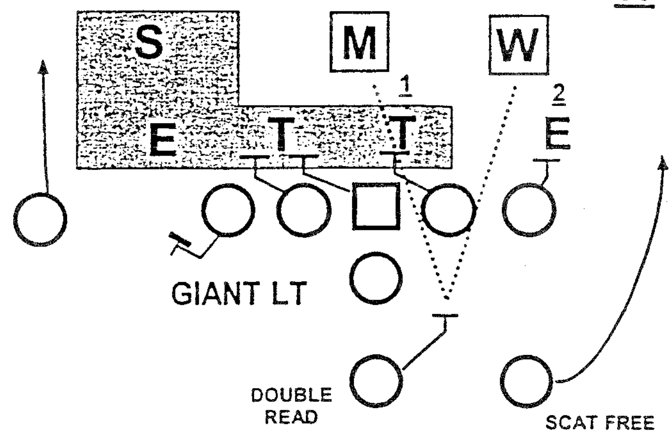
Y	OPEN = RELEASE AND RUN ASSIGNED ROUTE. TIGHT = STINGER RELEASE AS IN 3/2 ACT PROTECTION
T	RELEASE AND RUN ASSIGNED ROUTE.
ONSIDE TACKLE *WEAKSIDE*	BLOCK DE: ALERT: PACKER (SINK).
ONSIDE GUARD *WEAKSIDE*	BLOCK #1 - vs GUARD BUBBLE TURN AWAY FROM PLAY # ALERT: PACKER (SINK)
CENTER	BLOCK A MINUS GAP: ALERT: HARD, PACKER (SINK), GIANT. BY GAME PLAN CENTER WILL MAKE A JOKER CALL.
OFFSIDE GUARD *STRONGSIDE*	BLOCK B MINUS GAP ALERT: HARD, PACKER (SINK), GIANT.
OFFSIDE TACKLE *STRONGSIDE*	BLOCK C MINUS GAP. ALERT: HARD, PACKER (SINK), GIANT.
FULLBACK *STRONG BACK*	DOUBLE READ (1/2): BLOCK RESP: MIKE (PLUG vs. 34) TO WILL LBER. SCAN #4 (FS/WC).
HALFBACK *WEAK BACK*	SCAT FREE RELEASE: NO "HOT" RESPONSIBILITY, RUN ROUTE (TAG).

SERIES		PLAY	BASE FORMATIONS
DROPBACK	**MC#2**	3/2 JET "WEAK"	BROWN // BLUE

25

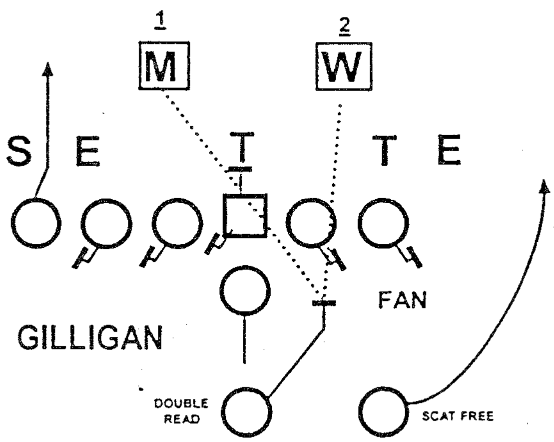


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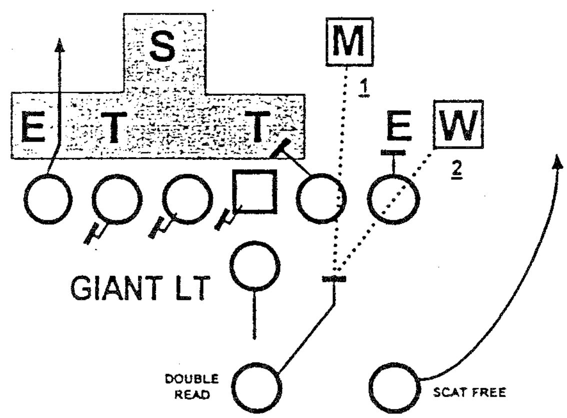


POSSIBLE: JOKER

25 OKIE

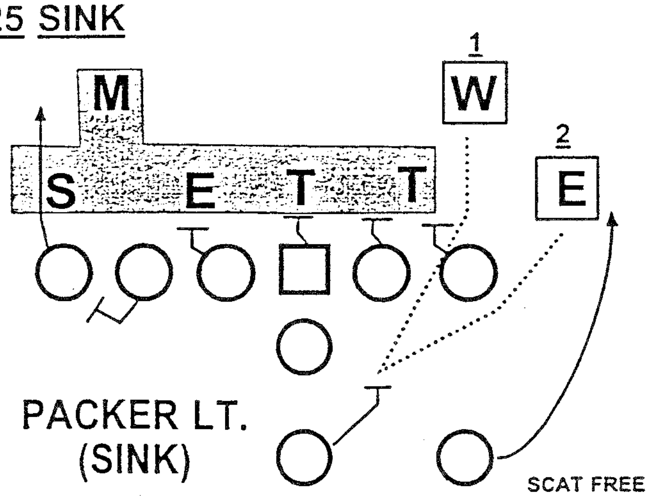


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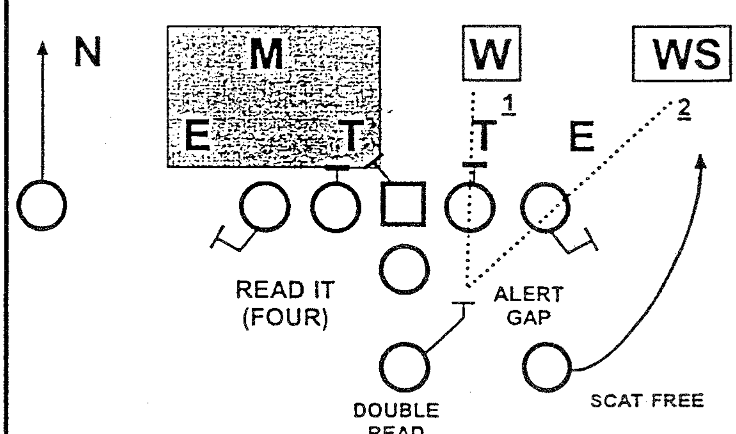


POSSIBLE: JOKER

25 SINK



N42

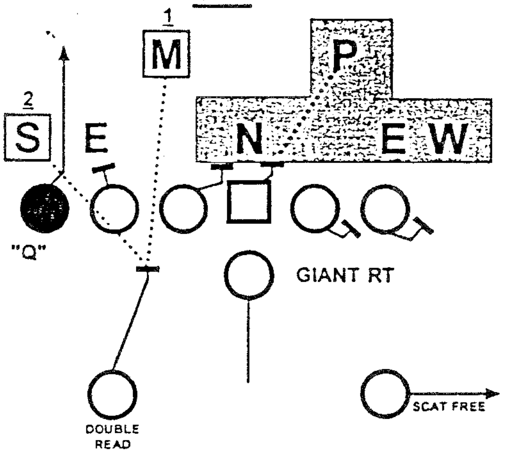


POSSIBLE: JOKER

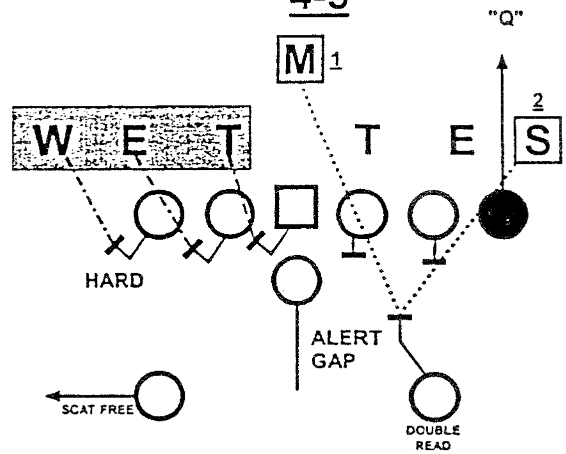
NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK	2/3 JET (SHOW) 200/300 JET	RED // SOLO <TIG> BLUE

3-4



4-3

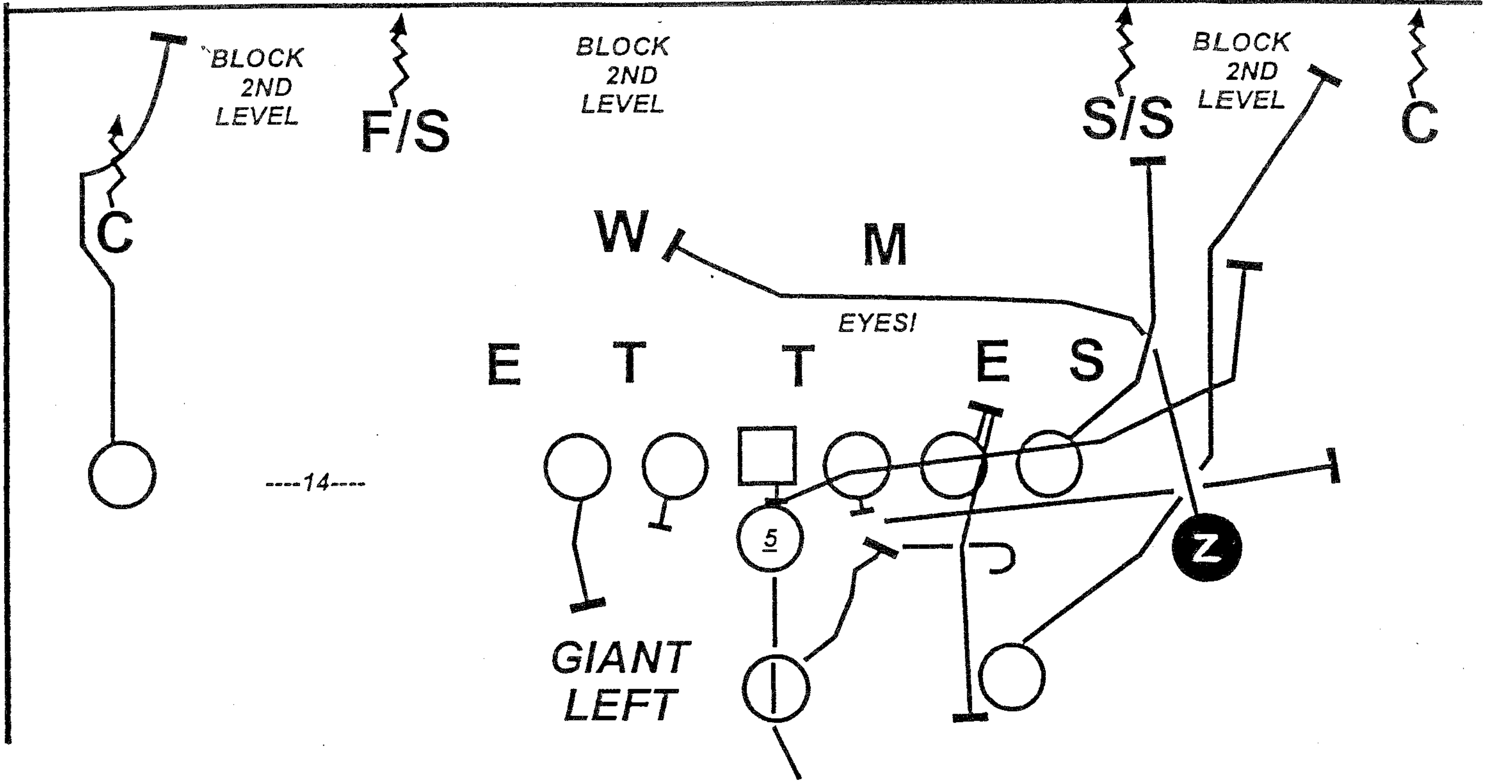


Y	HOT RELEASE (Q) - UPON RELEASE READ THE OLB'er, IF HE DOGS THEN LOOK FOR THE BALL (SEE THE QB'S EYES). NO HOT THEN RUN ASSIGNED ROUTE. C.P. PEEK IF YOU FEEL FORWARD PRESSURE.
T	RELEASE AND RUN ASSIGNED ROUTE.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE ALERT: SINK OUT, SINK DOWN (PACKER #).
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - vs GUARD BUBBLE TURN AWAY FROM PROTECTION # (2/3). ALERT: SINK, GAP, GIANT, PACKER, STONE IT.
CENTER	BLOCK MINUS A GAP: ALERT: GIANT, HARD, SINK, JOKER, PACKER, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE GUARD *WEAKSIDE*	BLOCK MINUS B GAP: ALERT: GIANT, HARD, SINK, JOKER, PACKER, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK MINUS C GAP: ALERT: GIANT, HARD, SINK, JOKER, PACKER, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKER.
FULLBACK *STRONG BACK*	DOUBLE READ (1/2): BLOCK RESPONSIBILITY: CHECK MIKE TO SAM, SCAN #4 (SS/SC). MIKE LBER WEAK OF CENTER BOX. ALERT: GIANT, HARD, SINK, JOKER, TOM (QB). QB PROTECTION ADJUSTMENTS: TOM - JOKE COACHING POINT (JOKER/PACKER) - PROTECTION BACK IS PART OF THE SLIDE. NOTE: "SHOW" = DRAW FAKE (40/41)
HALFBACK *WEAK BACK*	SCAT FREE RELEASE: NO "HOT" RESPONSIBILITY, RUN ROUTE (TAG).

NEW YORK JETS

2/3 JET FLK.(ZB) DRIVE SCREEN RT/LT TO THE FB.

KING RT (CLOSE)



QB	SCREEN FOOTWORK. C.P. FALSE HITCH AND LOOSE GROUND. FADE INTO THROW. SEE THE THROW. C.P. EYES TO THE DRIVE.

ONSIDE TACKLE STRONGSIDE	SHORT SET STRAIGHT BACK - INVITE DEFENSIVE END INSIDE. IF HE RUSHES OUTSIDE CUT HIM - AREA LINE STUNTS AND DOGS.	SCREEN BACK	A GAP SQUAT, DBL. READ & FEEL THE SCREEN POCKET. SETTLE UNDERNEATH THE PULLING O-LINEMEN. FIND QB EYES (THROWING LANE) & PREPARE FOR ANY BALL LOCATION THROW. SET YOUR BLOCKERS AND RUN THE SCREEN WALL.. PATIENCE!! ALERT GO CALL!
ONSIDE GUARD STRONGSIDE	SET - STRIKE - RELEASE SCREEN SIDE (AWAY FROM SLIDE). YOU ARE RESPONIBLE FOR THE FORCE.		
CENTER	SET - STRIKE - RELEASE SCREEN SIDE (AWAY FROM SLIDE). YOU ARE RESPONIBLE FOR THE FORCE #2.	NON SCREEN BACK	RUN ASSIGNED ROUTE TAG. SELL THE ROUTE. BLOCK THE OUTSIDE THIRD.
OFFSIDE GUARD WEAKSIDE	SHORT SET, NORMAL SLIDE ASSIGNMENT AND TECHNIQUE.	Z	RUN THE PLAY! EYES ON QB FOR POSSIBLE HOT THROW. CLEAR THE CENTER BUBBLE, 1ST DEFENDER IN FRONT OF YOU. N/T, BLOCK 2ND LEVEL.
OFFSIDE TACKLE WEAKSIDE	SHORT SET, NORMAL SLIDE ASSIGNMENT AND TECHNIQUE.	X	MUST OUTSIDE RELEASE ALL TUFF CORNERS AND SELL THE GO ROUTE FOR 10 TO 12 YARDS THEN BLOCK 1ST 2ND LEVEL DEFENDER.
Y	RUN THE PLAY (DRIVE). SELL TO CENTER OVER BALL AND BLOCK 1ST DEFENDER IN FRONT OF YOU!	ZB	BASED ON FORMATION! RUN THE PLAY. CLEAN OUT 1ST LEVEL DEFENDERS AND BLOCK MDM ON 2ND LEVEL.

NEW YORK JETS

MINI-CAMP #2
2001

PROTECTIONS
2-A

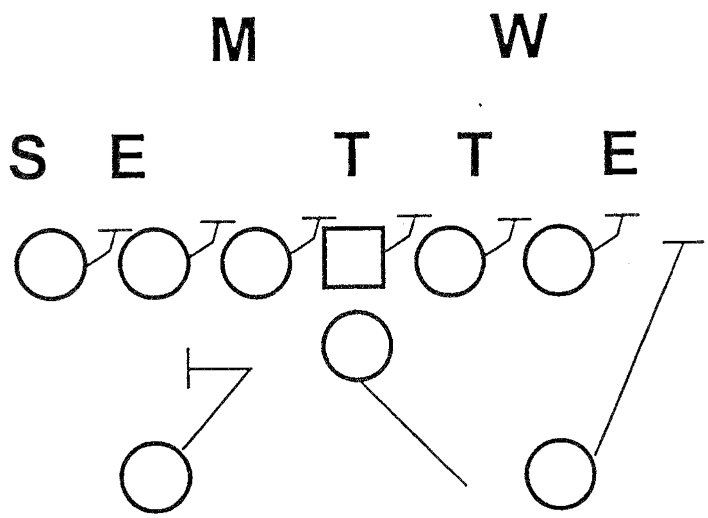
NEW YORK JETS

SPRINT LEFT / RIGHT PROTECTION

WEAK SIDE GAP CONTROL

25

Q9 / Q8



HB AGGRESSIVE APPROACH, BLOCK FIRST MAN OUTSIDE TACKLES BLOCK (AREA SEAL). CHECK INSIDE/OUT FOR THREAT.

FB AGGRESSIVE APPROACH, BLOCK FIRST MAN OUTSIDE TACKLES BLOCK (4 TH RUSHER). IF N/T RUN "HOOK O".

Y TAKE PLAYSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER...MOVING PLAYSIDE.

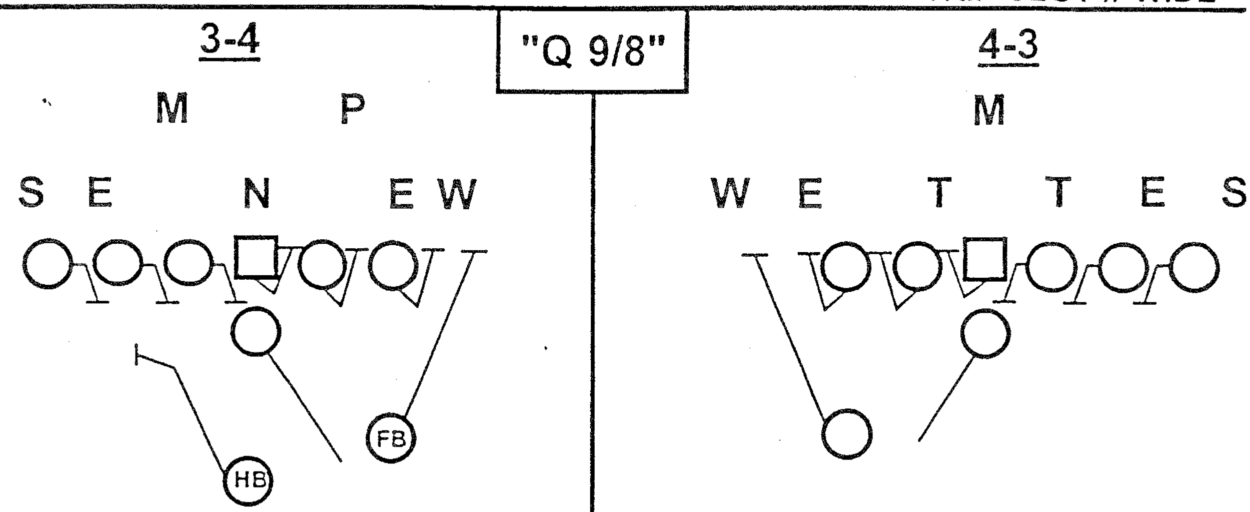
QB DROP VARIES WITH PLAY. SET UP POINT IS ONSIDE GUARD/ TACKLE GAP.

♡ first Block outside tackles Block

NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
QB MOVEMENT	SPRINT LEFT/RIGHT	CHANGE SLOT TRIP SLOT // WIDE

"Q 9/8"

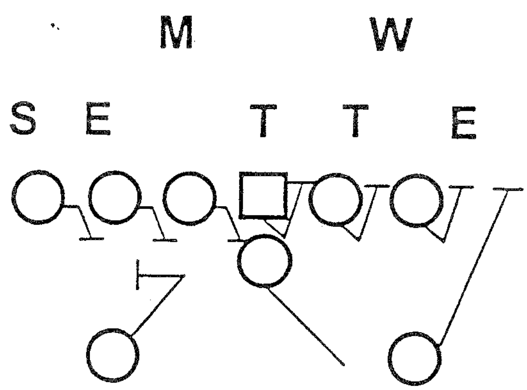


Y	REACH ONSIDE GAP, N/T TURN BACK.
T	TACKLE COVERED = AGGRESSIVE BLOCK 1st MAN OUTSIDE THE TACKLE. TACKLE UNCOVERED = POSSIBLE "IF" BLOCK ON THE MOVE. ALERT #4, SEAL THE EDGE.
ONSIDE TACKLE *WEAKSIDE*	DRIVE REACH ONSIDE GAP. DON'T BLOCK EMOL. FIRM EMOL vs TACKLE BUBBLE. ALERT TO "AREA" WITH HB/T/FB vs TACKLE BUBBLE. ALERT: TO #4
ONSIDE GUARD *WEAKSIDE*	REACH ONSIDE GAP. N/T, PUSH TO ONSIDE GAP.
CENTER	REACH ONSIDE GAP. N/T, ALERT TURN BACK.
OFFSIDE GUARD *STRONGSIDE*	REACH ONSIDE GAP. PUSH ONSIDE
OFFSIDE TACKLE *STRONGSIDE*	REACH ONSIDE GAP. PUSH ONSIDE
HALFBACK *BACKSIDE*	POWER ALIGNMENT: (FAR) LEAD STEP TO 'B GAP', BLOCK FIRST MAN OUTSIDE THE TE'S BLOCK (4TH MAN). NO THREAT, RUN "HOOK O".
FULLBACK *FRONTSIDE*	CHEAT ALIGNMENT: "MOST IMPORTANT PROTECTOR" - BE AGGRESSIVE, BLOCK FIRST MAN OUTSIDE THE TACKLE'S BLOCK. C.P. = GET THERE QUICK !

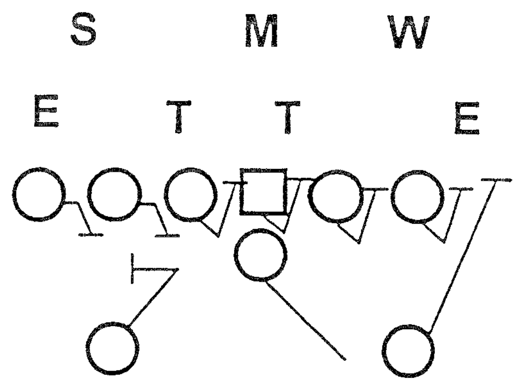
SERIES		PLAY	BASE FORMATIONS
QB MOVEMENT	MC#2	SPRINT LEFT/RIGHT	CHANGE SLOT TRIP SLOT // WIDE

Q9 / Q8"

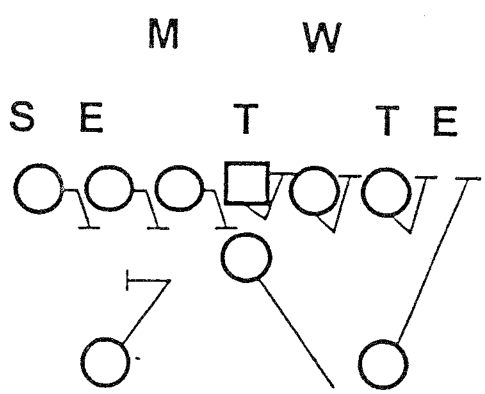
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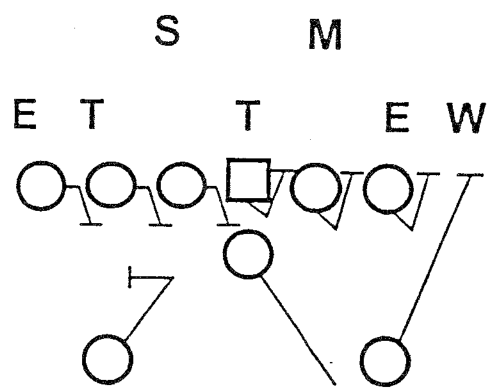
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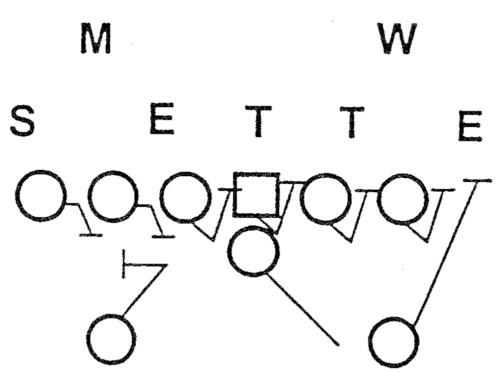
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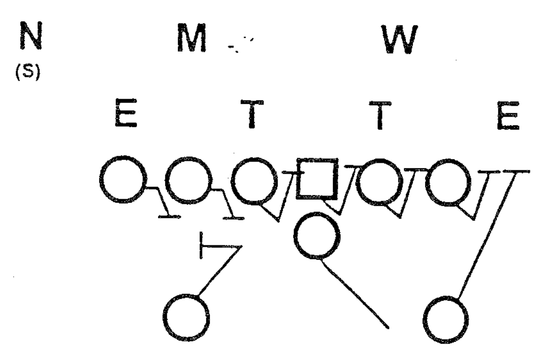
57 OKIE



25 SINK



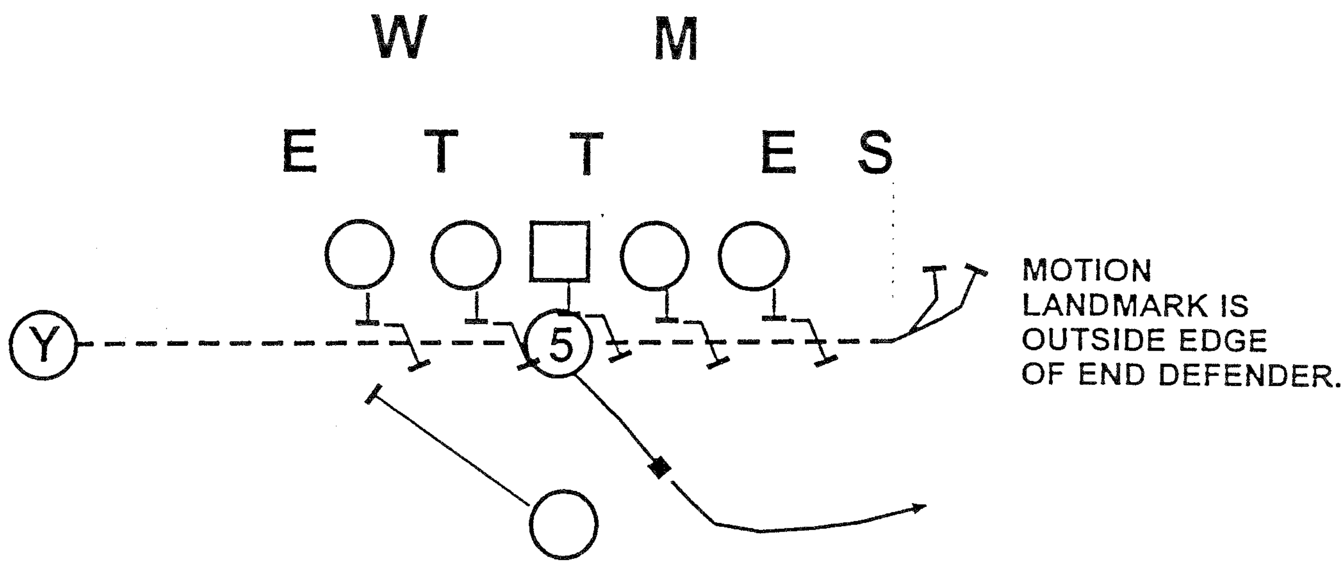
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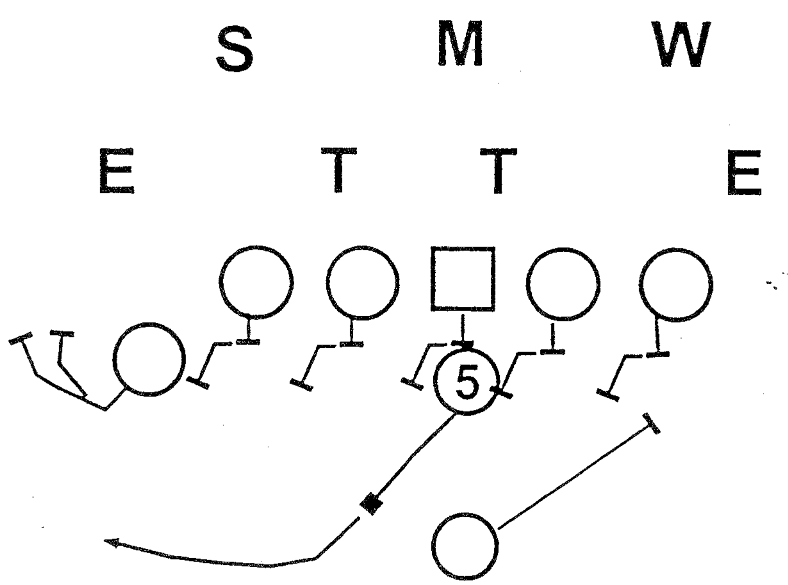
NEW YORK JETS

SWEEP PASS RT/LT PROTECTION

PASS SET "GAP" CONTROL PROTECTION

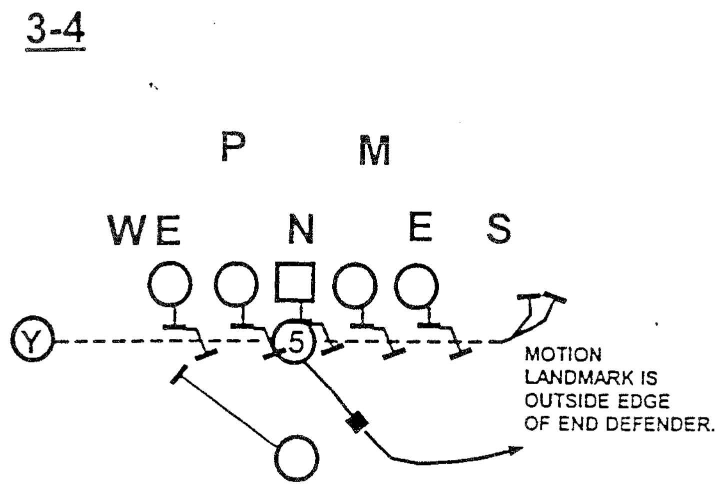


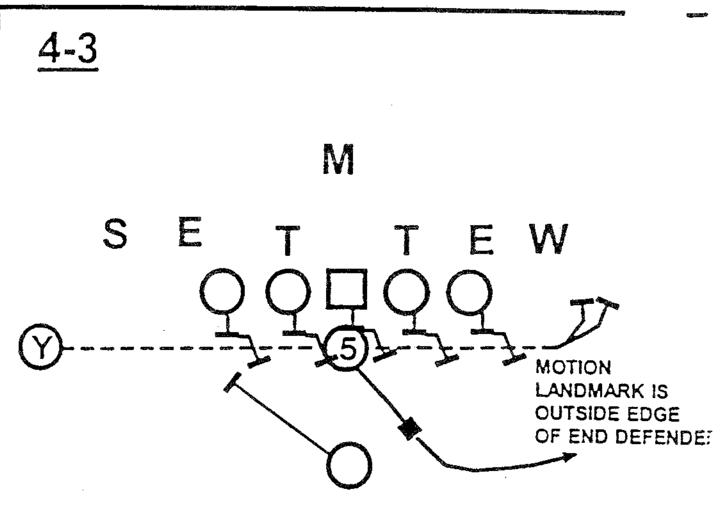
HB (FB) AGGRESSIVE APPROACH, BLOCK FIRST MAN OUTSIDE OFFSIDE TACKLES BLOCK (BACKSIDE). CHECK INSIDE/OUT FOR THREAT.	Y TAKE ONSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER...MOVING PLAYSIDE. CONTINUE TO WORK PLAYSIDE... WIDEST RUSHER.
FB (ZB) RUN ROUTE OR ACTION CALLED.	QB QUICK 5 STEP SPRINT ONSIDE, FLOW WITH THE O-LINE (MOVING POCKET).



NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
QB MOVEMENT	SWEEP PASS RIGHT/LEFT	TEAR TWIN // TRIP SLOT (OFF)

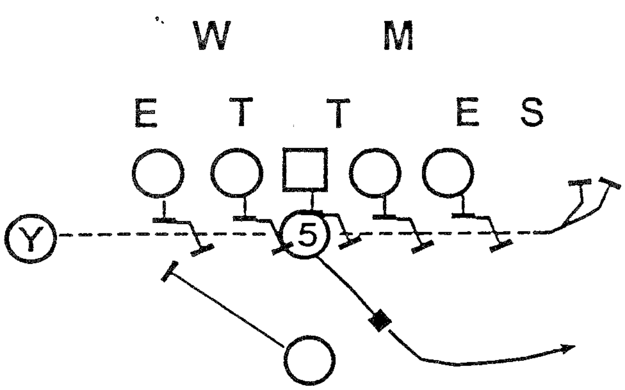




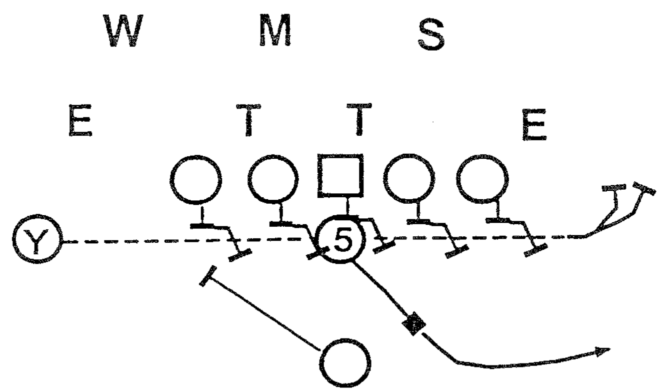
Y	TAKE ONSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER... MOVING PLAYSIDE. CONTINUE TO WORK PLAYSIDE, ZONE OFF ALL LINE STUNTS / DOGS / BLITZ'S (C.P. - OUTSIDE TO SIDELINE THOUGHT PATTERN.)
T	
ONSIDE TACKLE	TAKE ONSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER... MOVING PLAYSIDE. CONTINUE TO WORK PLAYSIDE, ZONE OFF ALL LINE STUNTS / DOGS / BLITZ'S
ONSIDE GUARD	TAKE ONSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER... MOVING PLAYSIDE. CONTINUE TO WORK PLAYSIDE, ZONE OFF ALL LINE STUNTS / DOGS / BLITZ'S
CENTER	TAKE ONSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER... MOVING PLAYSIDE. CONTINUE TO WORK PLAYSIDE, ZONE OFF ALL LINE STUNTS / DOGS / BLITZ'S
OFFSIDE GUARD	TAKE ONSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER... MOVING PLAYSIDE. CONTINUE TO WORK PLAYSIDE, ZONE OFF ALL LINE STUNTS / DOGS / BLITZ'S
OFFSIDE TACKLE	TAKE ONSIDE GAP, PASS SET AND BLOCK AN AREA, NOT A DEFENDER... MOVING PLAYSIDE. CONTINUE TO WORK PLAYSIDE, ZONE OFF ALL LINE STUNTS / DOGS / BLITZ'S
HALFBACK	AGGRESSIVE APPROACH, BLOCK FIRST MAN OUTSIDE OFFSIDE TACKLES BLOCK (BACKSIDE). CHECK INSIDE/OUT FOR THREAT.
FULLBACK	RUN ROUTE OR ACTION CALLED.

SERIES		PLAY	BASE FORMATIONS
QB MOVEMENT	MC#2	SWEEP PASS RT/LT	TEAR TWIN // TRIP SLOT (OFF)

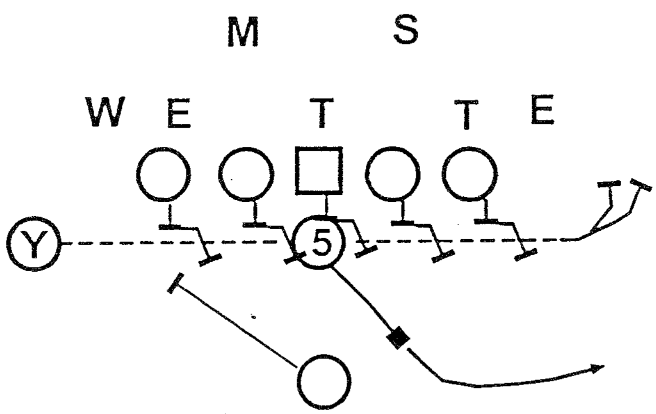
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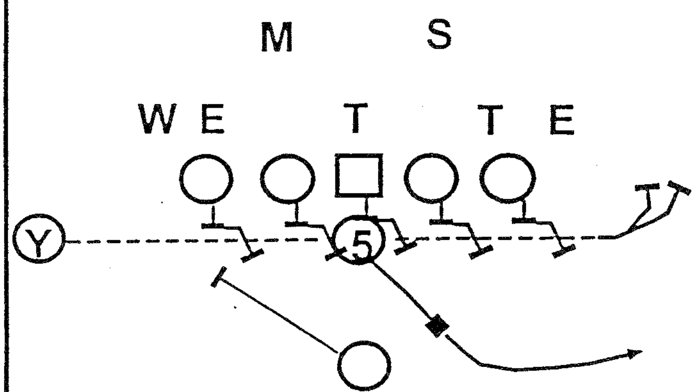
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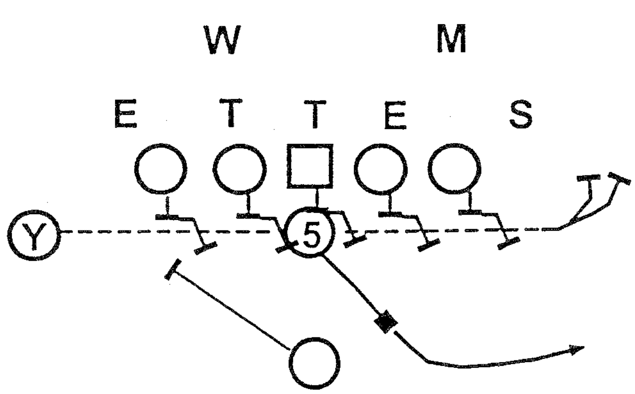
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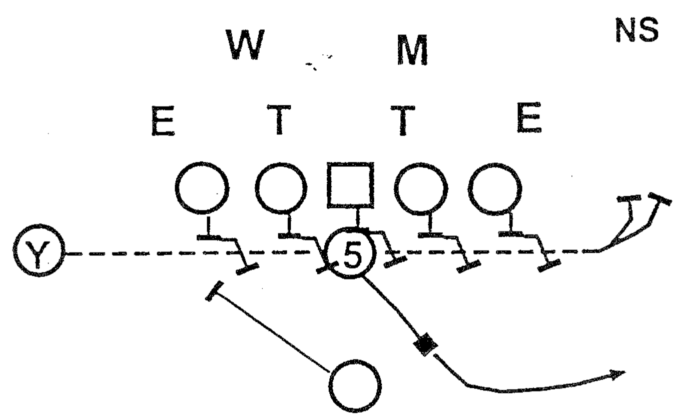
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25 SINK

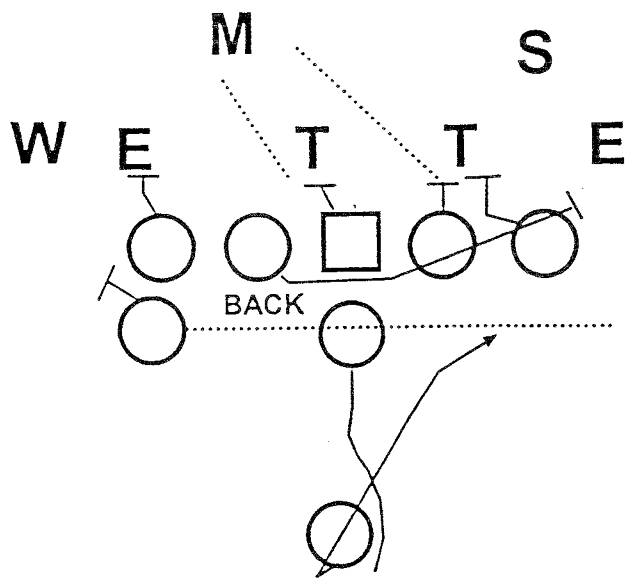


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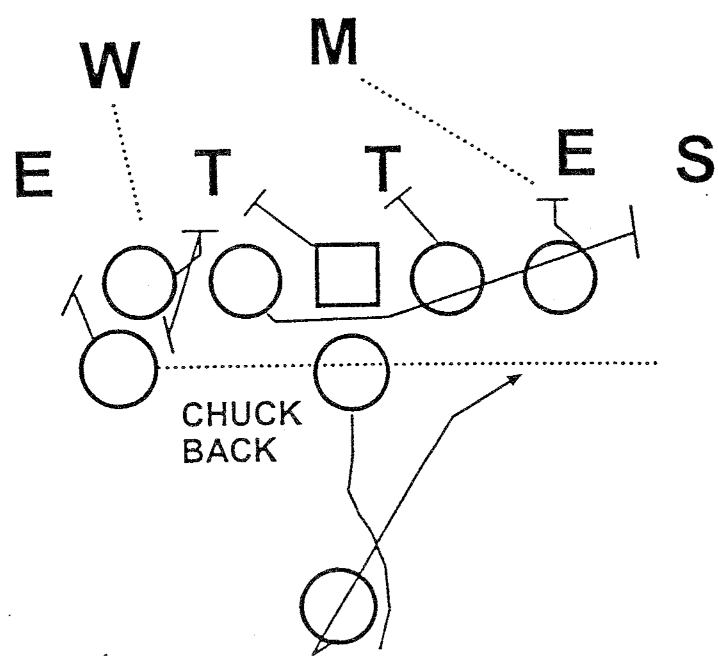


NEW YORK JETS

14 CTR G PASS RIGHT PROTECTION



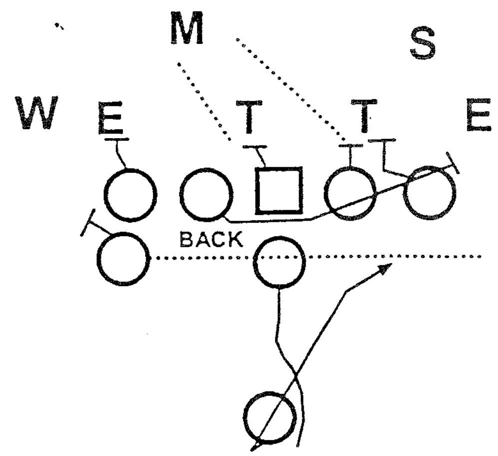
HB USE JAB CTR F/W. CHECK ONSIDE OUTSIDE LBER, HELP GUARD IF NECESSARY, RUN CONTROLLED SHOOT.	Y BLOCK THE FIRST DEFENDER OUTSIDE OF THE OFFSIDE OT'S BLOCK. BE READY TO EXPAND WIDER. ALERT: 2 MAN RULE WHICH EQUALS A CHUCK TECH.
FB RUN ROUTE CALLED.	QB BALL FAKE 14 COUNTER. GET DEPTH, THEN GAIN CONTROL TO PREPARE FOR THROW. ALERT UPFIELD RUSHER.



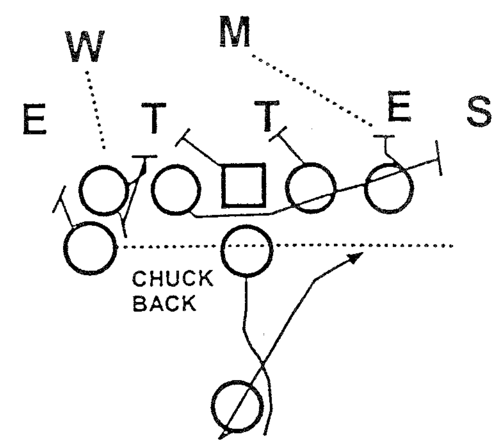
NEW YORK JETS OFFENSE

SERIES	PLAY	BASE FORMATIONS
QUARTERBACK MOVEMENT	14 CTR G PASS RIGHT	TEAR TREY // TRIP SLOT

57



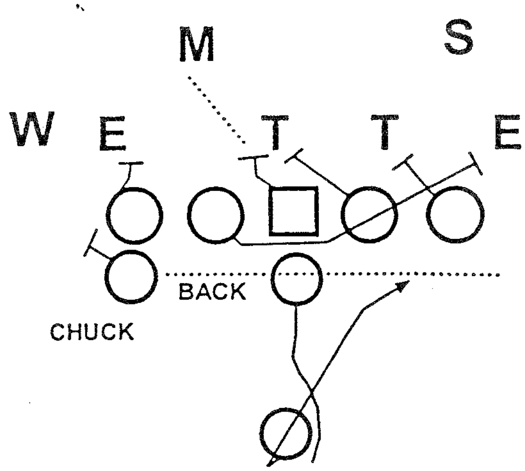
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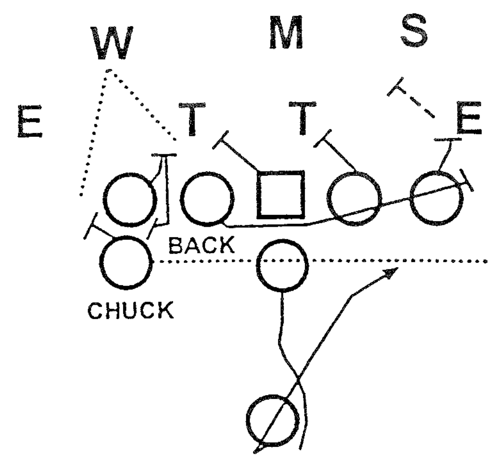
Y	BLOCK THE FIRST DEFENDER OUTSIDE OF THE OFFSIDE OT'S BLOCK. BE READY TO EXPAND WIDER. ALERT: 2 MAN RULE WHICH EQUALS A CHUCK TECH.
T	
ONSIDE TACKLE	BLOCK CTR RIGHT WITH A GAP CONTROL CONCEPT.
ONSIDE GUARD	BLOCK CTR RIGHT WITH A GAP CONTROL CONCEPT.
CENTER	BLOCK CTR RIGHT WITH A GAP CONTROL CONCEPT. ALERT: BUBBLE RULES.
OFFSIDE GUARD	PULL, BLOCK FIRST DEFENDER OUTSIDE ONSIDE TACKLE - USE RUN TEMPO
OFFSIDE TACKLE	CHUCK ALERT: 2 MAN RULE // BUBBLE READ
FULLBACK	RUN ROUTE CALLED.
HALFBACK	USE JAB CTR F/W. CHECK ONSIDE OUTSIDE LBER, HELP GUARD IF NECESSARY, RUN CONTROLLED SHOOT.

SERIES QUARTERBACK MOVEMENT	MC#2	PLAY 14 CTR G PASS RIGHT	BASE FORMATIONS TEAR TREY // TRIP SLOT

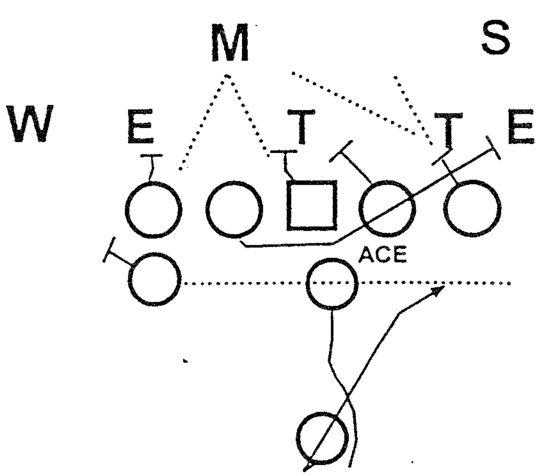
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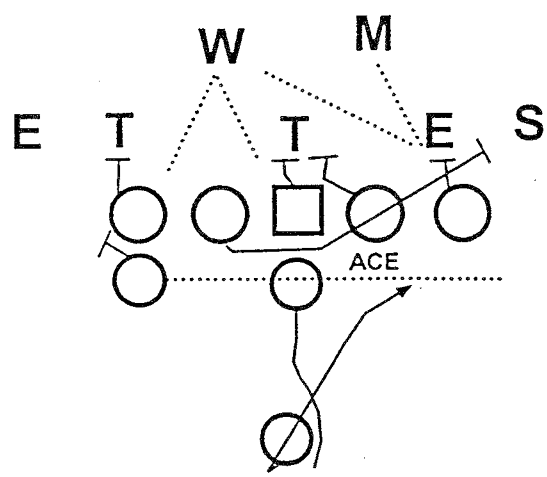
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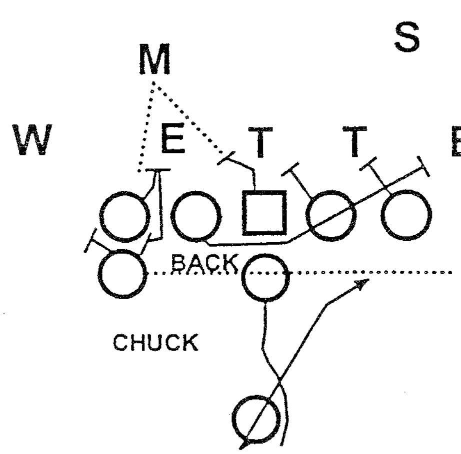
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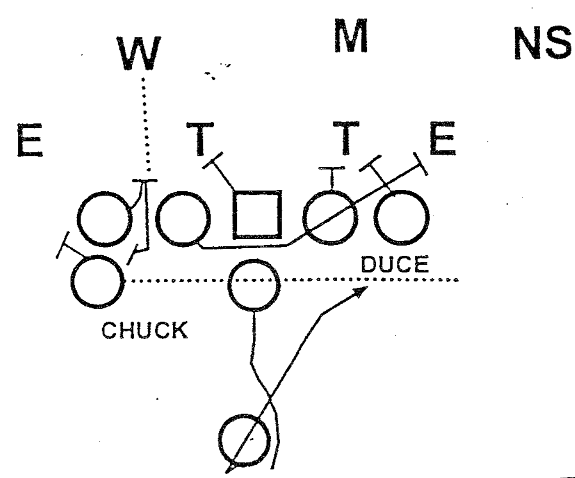
57 OKIE



25 SINK

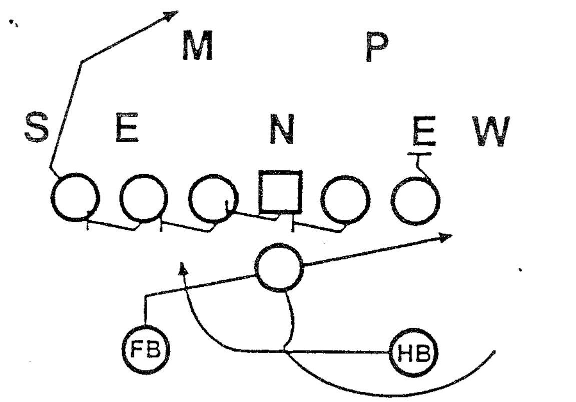


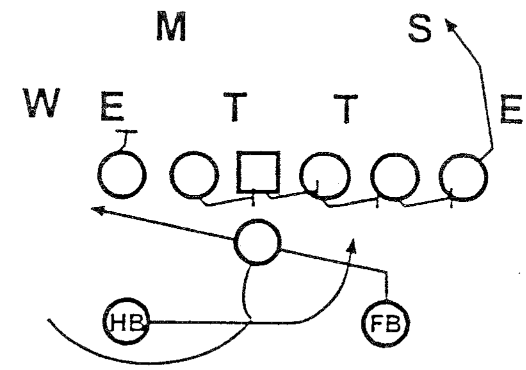
N42



NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
QB MOVEMENT	16/17 POWER (QB) KEEP LT/RT	RED // KING FAR PAIR

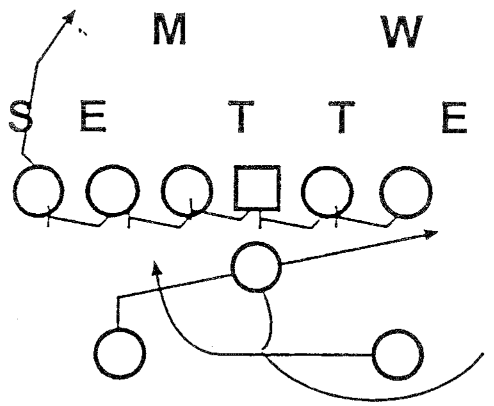




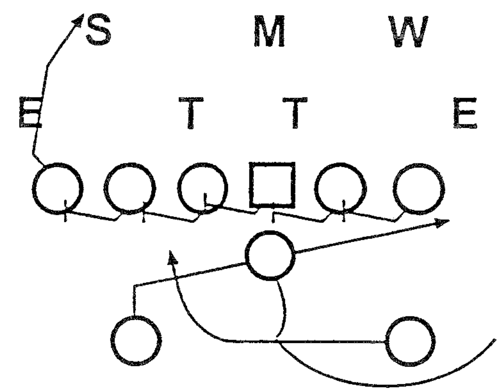
Y	RELEASE RUN ASSIGNED ROUTE. C.P. REACH STEP ON RELEASE ACTION IS COMING TO YOU.
T	POSSIBLE FB ASSIGNMENTS.
ONSIDE TACKLE *STRONGSIDE*	BLOCK 16-17 POWER; UNLESS "SLIDE" IS CALLED.
ONSIDE GUARD *STRONGSIDE*	BLOCK 16-17 POWER; UNLESS "SLIDE" IS CALLED.
CENTER	BLOCK 16-17 POWER; UNLESS "SLIDE" IS CALLED.
OFFSIDE GUARD *WEAKSIDE*	BLOCK 16-17 POWER; UNLESS "SLIDE" IS CALLED. ALERT: 2 MAN RULE.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK 16-17 POWER; UNLESS "SLIDE" IS CALLED. ALERT: 2 MAN RULE.
FULLBACK *STRONG BACK*	POWER ALIGNMENT: RUN APPROPRIATE ROUTE CALLED. AVOID ANY RUN THRU. SNEAK THRU ON SLIDE ROUTE.
HALFBACK *WEAK BACK*	STACK ALIGNMENT: AGGRESSIVE FAKE POWER ACTION. COLLISION 4TH RUSHER, N/T RUN SLOW SHOOT, UNLESS "SWING" ROUTE IS CALLED.

SERIES		PLAY	BASE FORMATIONS
QB MOVEMENT	MC#2	16/17 POWER (QB) KEEP LT/RT	RED // KING FAR PAIR

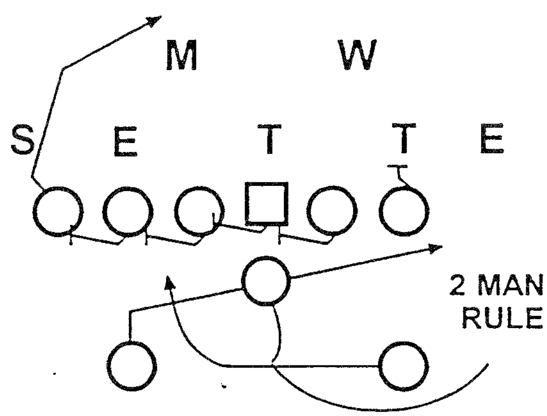
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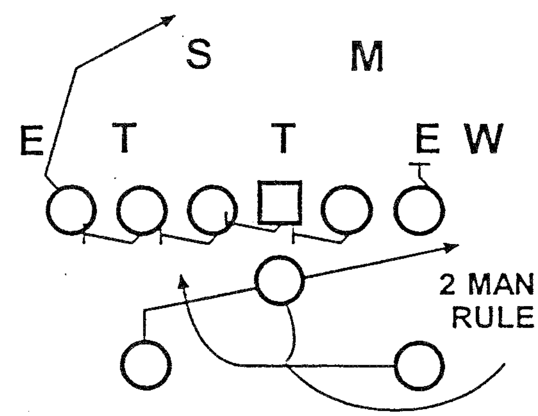
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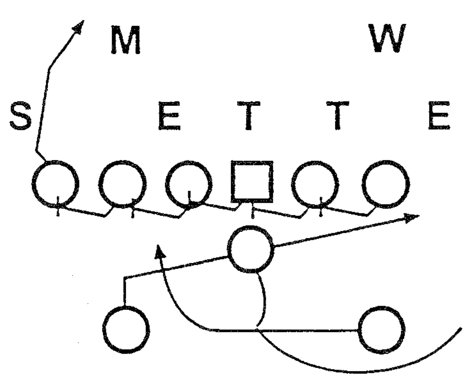
25 OKIE



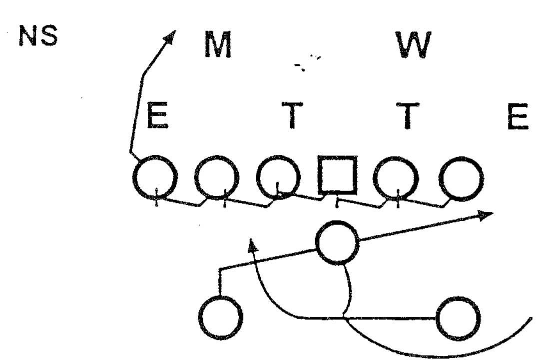
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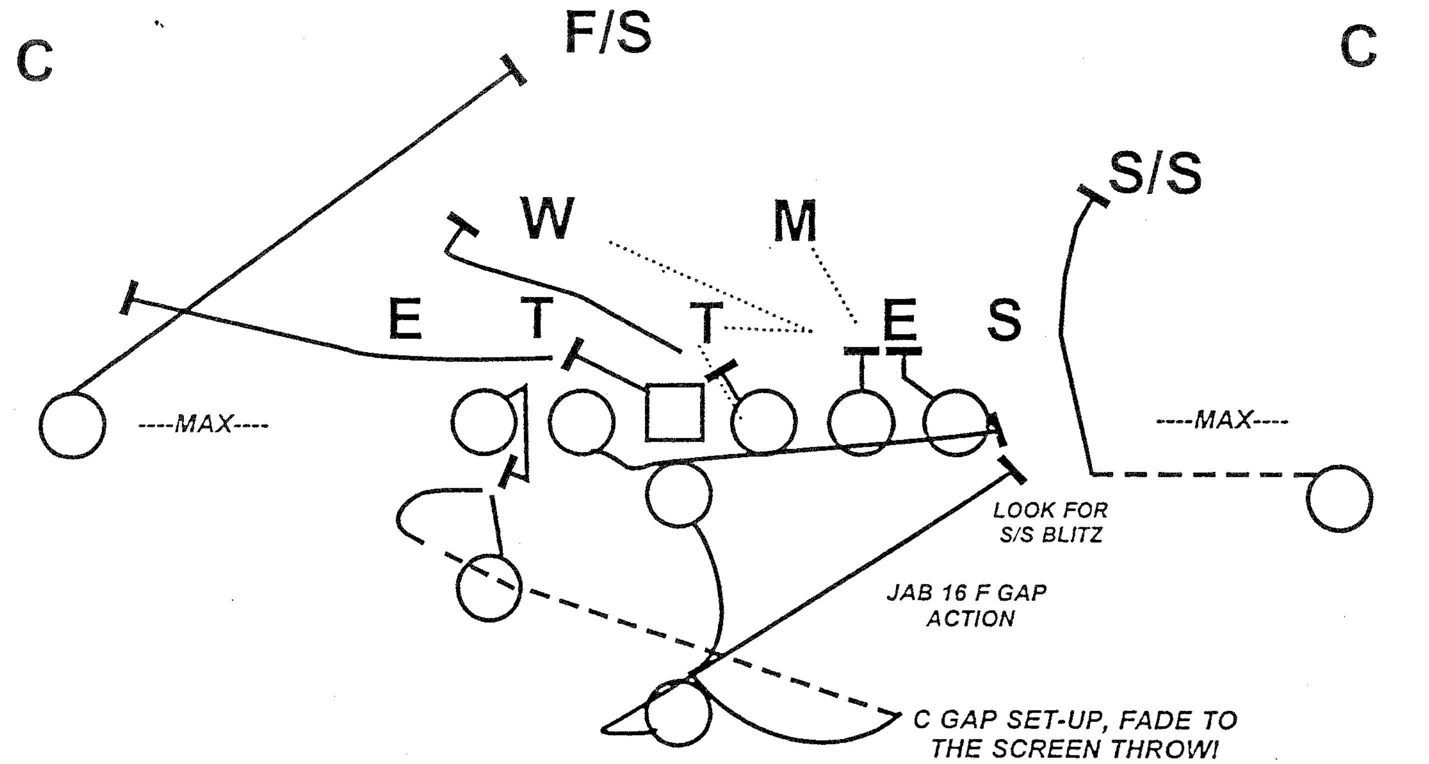
N42



NEW YORK JETS

16 F GAP SCREEN LT TO FB

(TRADE) ZIP QUEEN RT



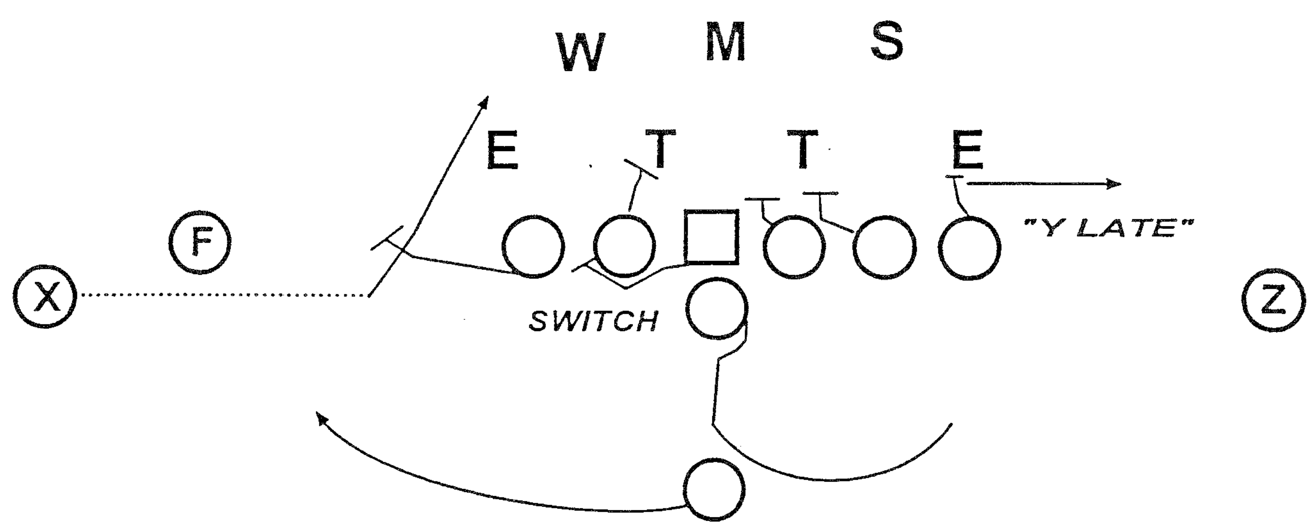
QB — JAB 16 F GAP FOOTWORK, C GAP SET UP, FADE TO THE SCREEN.

ONSIDE TACKLE *STRONGSIDE*	BLOCK JAB 16 F GAP	SCREEN BACK (FB)	BLOCK SCREENSIDE EMOL. INVITE INSIDE IF POSSIBLE. RELEASE WITH OL - GET TO PROPER DEPTH - LOOK BALL INTO HANDS - STAY WITH THE SCREEN WALL.
ONSIDE GUARD *STRONGSIDE*	PULL AND BLOCK OFFSIDE E.M.O.L.		
CENTER	BLOCK JAB 16 F GAP RELEASE AND BLOCK CORNER AND ONSIDE LBER (#1 & #2 DEFENDERS).	NON SCREEN BACK (HB)	FAKE JAB 16 F GAP ALERT: PICK UP OF S/S BLITZ...
OFFSIDE GUARD *WEAKSIDE*	BLOCK JAB 16 F GAP RELEASE AND BLOCK CORNER AND ONSIDE LBER (#1 & #2 DEFENDERS).	Z	MOTION TO BLOCK 2ND LEVEL DEFENDER, GET INSIDE OUT.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK JAB 16 F GAP	X	GO GET MIDDLE FIELD DEFENDER.
Y	BLOCK JAB 16 F GAP		

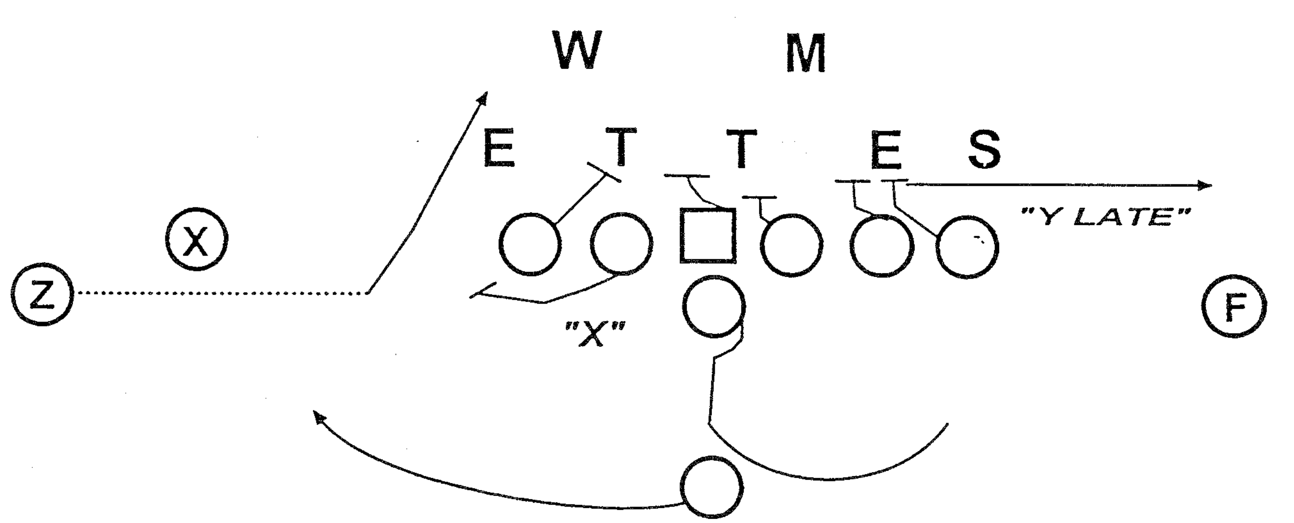
NEW YORK JETS

19/18 TOSS CRACK (QB) KEEP Y-LATE PROTECTION

SELL THE RUN PLAY ACTION

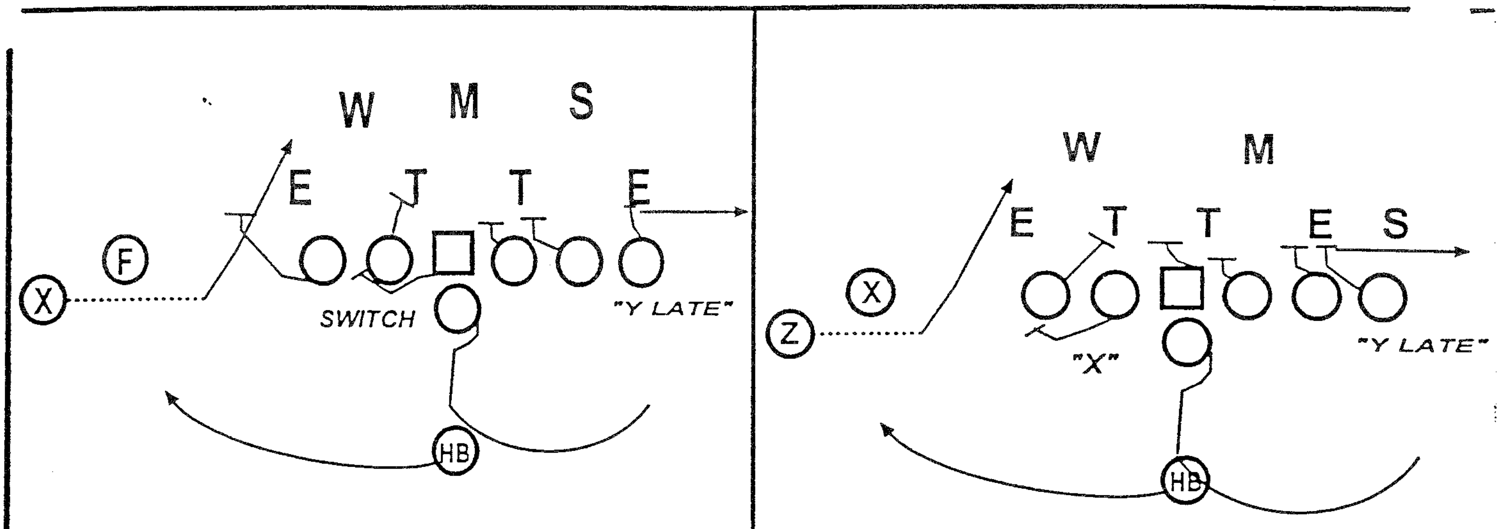


HB *AGGRESSIVELY FAKE 19/18 TOSS. RUN SETTLE ROUTE.*	Y *SELL CUT-OFF BLOCK FOOTWORK, YOU MUST SELL THE OUTSIDE LBER, BEFORE LATE RELEASE 1-2 YDS. DEEP TO THE FLAT. OT BUBBLE = MIDDLE CYLINDER DRIVE CUT-OFF.*
FB *RUN ROUTE CALLED.*	QB *BALL FAKE TOSS. GET DEPTH WITH SPEED THEN GAIN CONTROL TO PREPARE FOR THROW. ALERT UPFIELD RUSHER.*



NEW YORK JETS

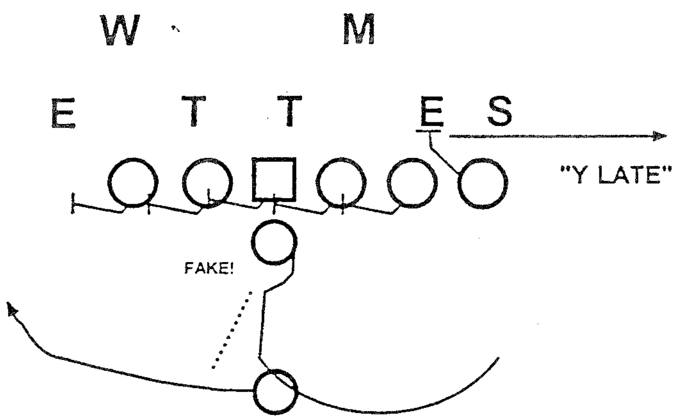
SERIES	PLAY	BASE FORMATIONS
QB MOVEMENT	19 /18 TOSS CRACK (QB) KEEP RT/LT	WIDE TRIP SLOT



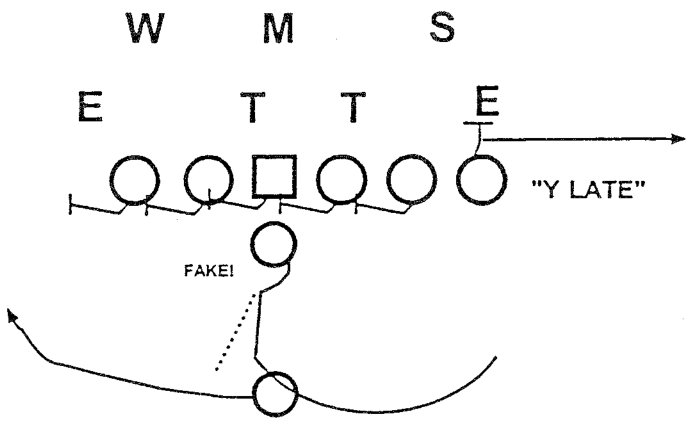
Y	Y LATE - TK. COVERED = BLOCK DE (E), HEAD ACROSS, COME FLAT 1-2 YDS. DEEP ON LATE ROUTE. C.P. SEPERATE ON RELEASE. TK. UNCOVERED = BLOCK DE WITH MIDDLE FIT. POSS: GAME PLAN BELLY FLOP.
T	RELEASE RUN ASSIGNED ROUTE. C.P. CRACK STEP IN MOTION ON RELEASE, ACTION IS COMING TO YOU.
ONSIDE TACKLE *STRONGSIDE*	BLOCK 19/18 TOSS CRACK.
ONSIDE GUARD *STRONGSIDE*	BLOCK 19/18 TOSS CRACK.
CENTER	BLOCK 19/18 TOSS CRACK.
OFFSIDE GUARD *WEAKSIDE*	BLOCK 19/18 TOSS CRACK.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK 19/18 TOSS CRACK. ALERT: "Y LATE" .
FULLBACK	ONSIDE: RUN APPROPRIATE ROUTE CALLED. OFFSIDE: BLOCK YOUR RESPONSIBILITY.
HALFBACK	AGGRESSIVELY FAKE 19/18 TOSS CRACK, THEN RUN SETTLE ROUTE.

SERIES	MC #2	PLAY	BASE FORMATIONS
QB MOVEMENT		19 (18) TOSS "CRACK" (QB) KEEP RT/LT	CHANGE // NEAR <TG> STRONGER SLOT <ZB>

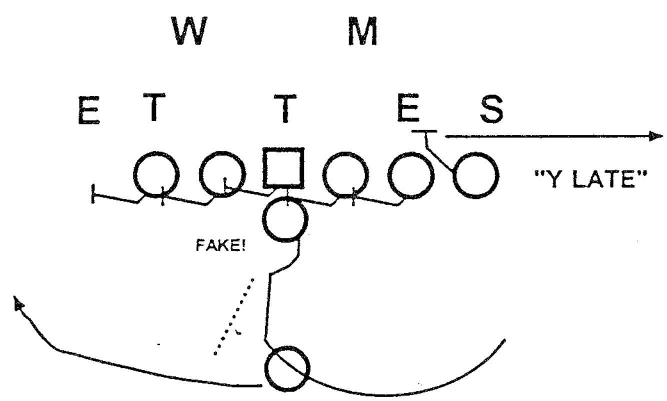
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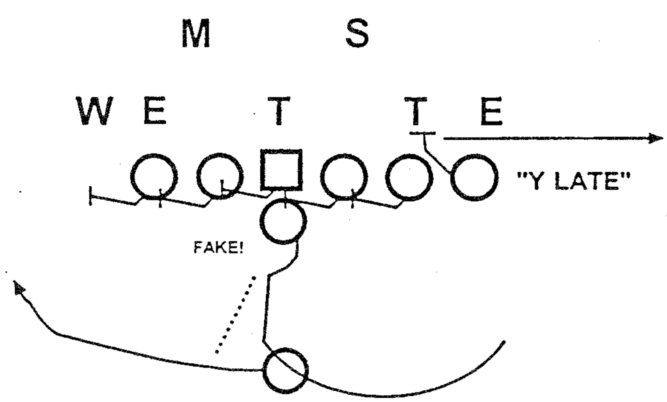
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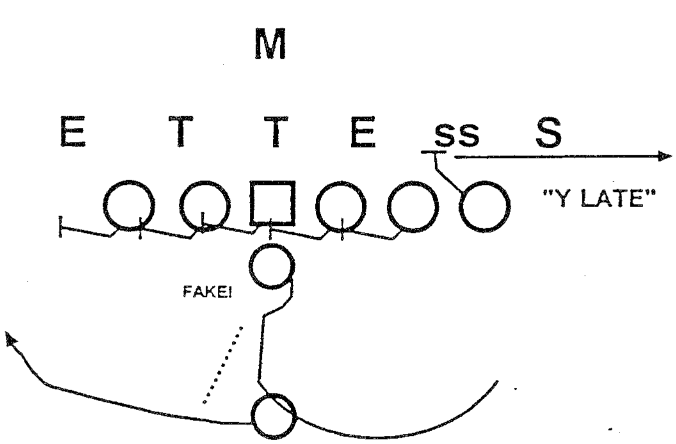
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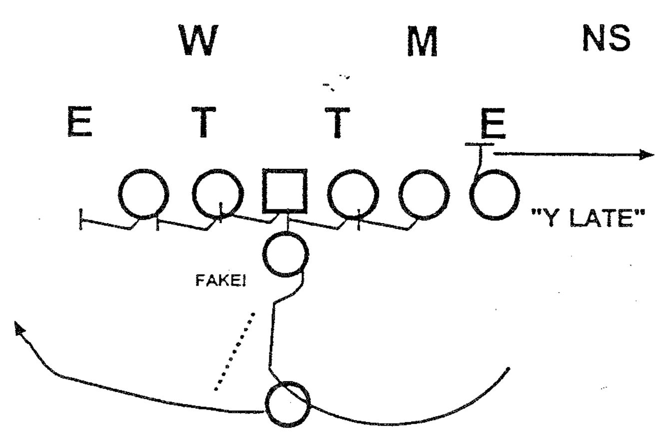
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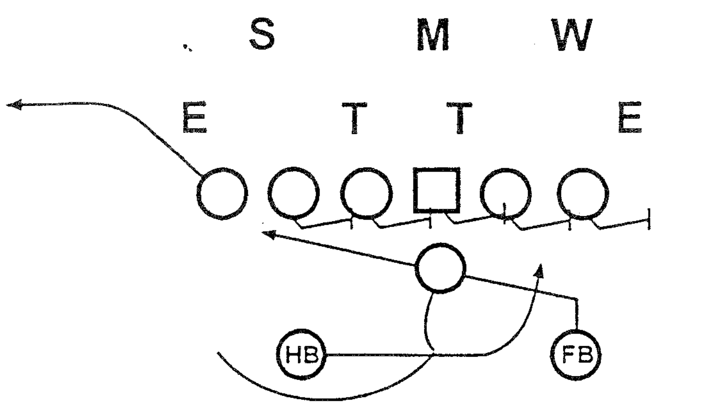


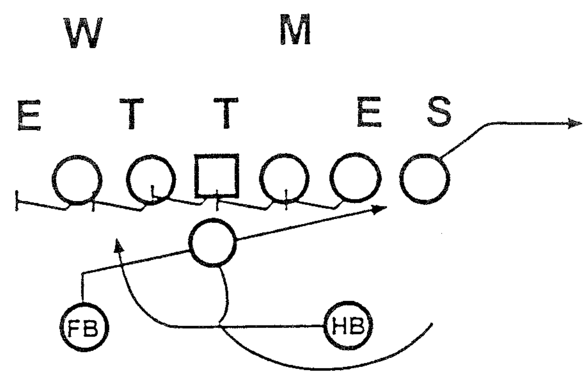
N42



NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
QB MOVEMENT	15/14 KICK (QB) KEEP RT/LT	CHANGE

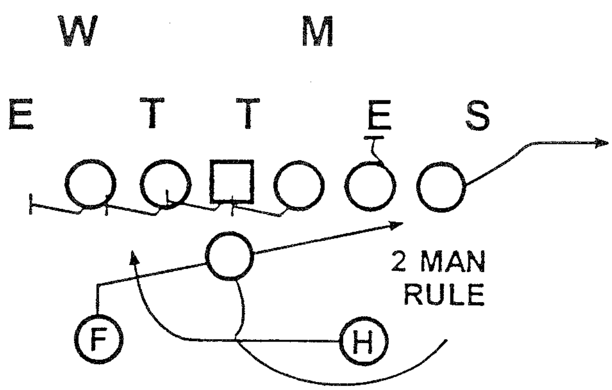




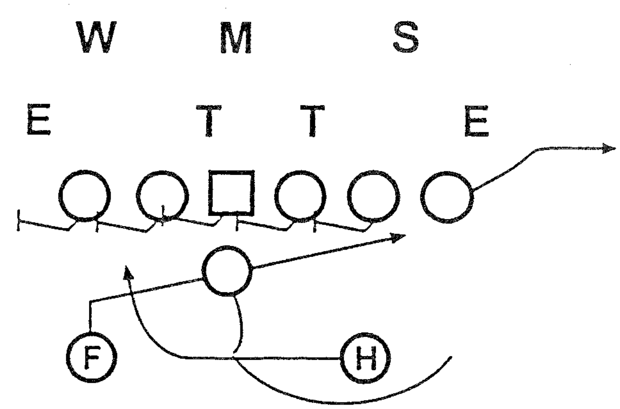
Y	RELEASE RUN ASSIGNED ROUTE. (POSS: Y-LATE OR Y-DRAG ROUTE) C.P. REACH STEP ON RELEASE ACTION IS COMING TO YOU.
T	RUN ASSIGNED ROUTE - POSSIBLE FB ASSIGNMENT.
ONSIDE TACKLE	BLOCK 15 / 14 KICK ALERT: SLIDE CALL = ZONE BLOCK RULES.
ONSIDE GUARD	BLOCK 15 / 14 KICK ALERT: SLIDE CALL.
CENTER	BLOCK 15 / 14 KICK ALERT: SLIDE CALL.
OFFSIDE GUARD	BLOCK 15 / 14 KICK ALERT: SLIDE CALL.
OFFSIDE TACKLE	BLOCK 15 / 14 KICK ALERT: SLIDE CALL // 2 MAN RULE.
FULLBACK *WEAK BACK*	POWER ALIGNMENT: AGGRESSIVE FAKE POWER COURSE. RUN ROUTE OR ACTION CALLED (SLIDE). KEEP PAD LEVEL DOWN. DON'T GET GRABBED - SNEAK THRU.
HALFBACK *STRONG BACK*	STACK ALIGNMENT: AGGRESSIVE FAKE POWER ACTION. COLLISION 4TH RUSHER, N/T RUN SLOW SHOOT, UNLESS "SWING" ROUTE IS CALLED.

SERIES		PLAY	BASE FORMATIONS
QB MOVEMENT	MC#2	15/14 KICK (QB) KEEP RT/LT	CHANGE

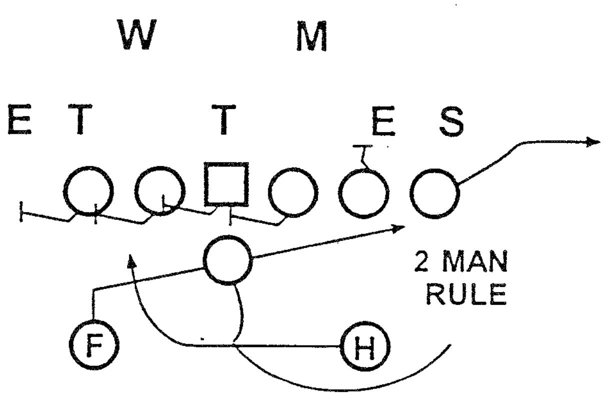
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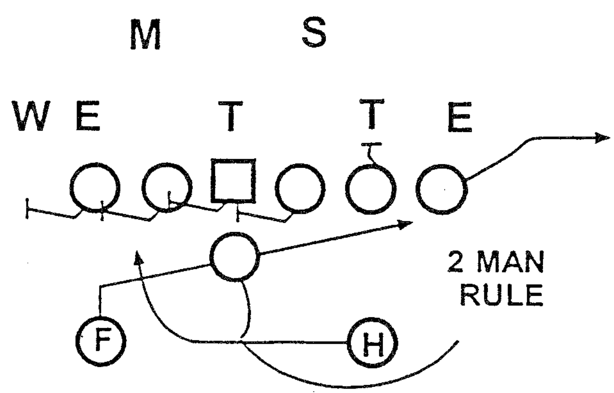
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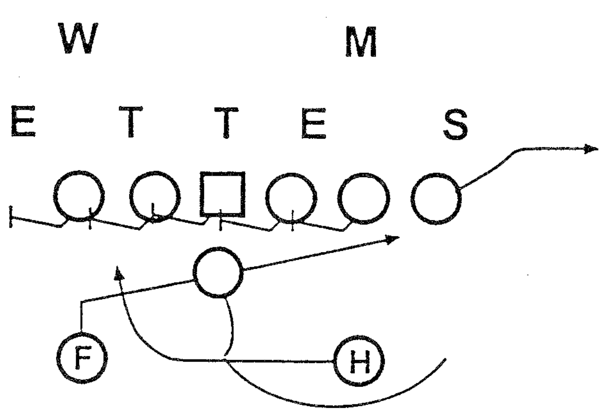
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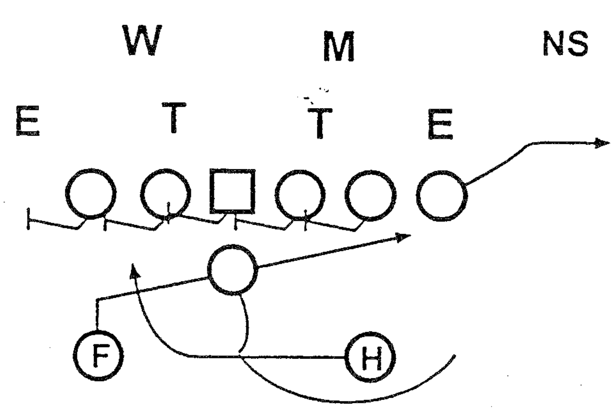
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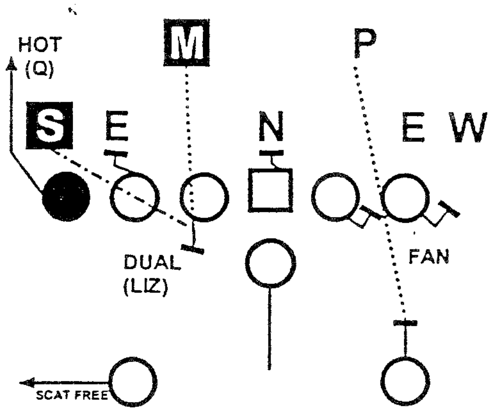
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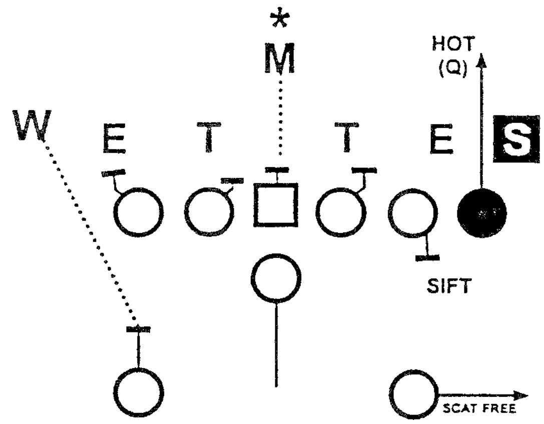
NEW YORK JETS

SERIES	PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>	26/27	RED SOLO // FAR // NEAR

3-4



4-3

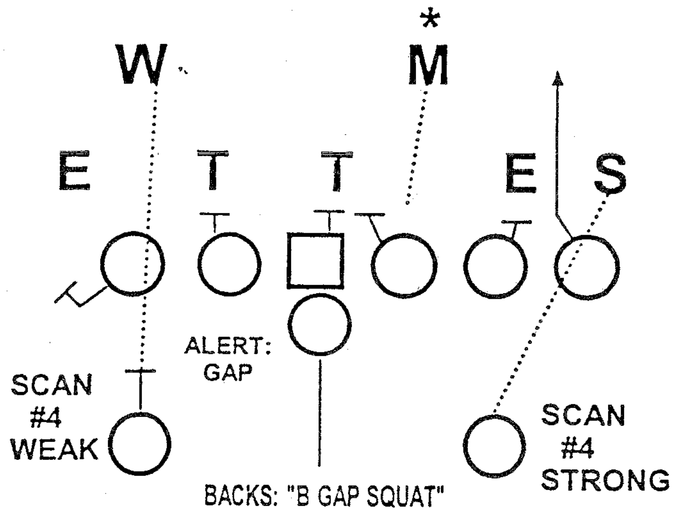


Y	HOT RECEIVER (Q) - UPON RELEASE READ THE OLB'er, IF HE DOGS THEN LOOK FOR THE BALL (SEE THE QB'S EYES). NO HOT, THEN RUN ASSIGNED ROUTE. C.P. ALWAYS PEEK TO FOWARD PRESSURE, STAY SKINNY.
T	BACKSIDE (WEAK) - <TIG> PERSONNEL (SOLO) ALERT AREA = WILL MAN AREA WITH TACKLE. ALERT: T- CHECK"AREA I'M IN". ALERT GO CALL. IF IN BACKFIELD ASSUME WEAK BACK RESPONSIBILITIES. FRONTSIDE (STRONG) - <TIG> RUN ASSIGNED ROUTE.
ONSIDE TACKLE *STRONGSIDE*	BLOCK DE: POSS. DUAL - SIFT ALERT: BRING IT, SINK OUT
ONSIDE GUARD *STRONGSIDE*	BLOCK #1 - IF UNCOVERED DUAL -(RIP/LIZ) ALERT: SINK OUT, BRING IT.
CENTER	BLOCK #0, MIKE DECLARATION (POSSIBLE LUCKY / RINGO // COLT) ALERT: SINK OUT
OFFSIDE GUARD *WEAKSIDE*	BLOCK #1 - ALERT: GAP CALL. POSSIBLE: FAN vs. 34.
OFFSIDE TACKLE *WEAKSIDE*	BLOCK DE. ALERT FAN vs. 34. ALERT: SINK OUT CALL. // AREA I'M IN
FULLBACK *STRONG BACK*	SCAT FREE RELEASE: RUN ASSIGNED ROUTE (TAG).
HALFBACK *WEAK BACK*	BASE PROTECTION RULES: BLOCK WILL, SCAN #4 (FS / WC), ALERT TACKLE BUBBLE= BLOCK "T" BUBBLE LBER. ALERT "G" BUBBLE POSSIBLE FAN, BLOCK "G" BUBBLE LBER. ALERT: LUCKY/RINGO CALL // COLT CALL, IT ESTABLISHES A NEW MIKE. "B" GAP RELEASE TO CHECKDOWN. ALERT: SINK OUT, GAP, 300 ON THE RUN!

SERIES	MC#2	PLAY	BASE FORMATIONS
DROPBACK <DIVIDE>		54/55	RED // BROWN // KING // QUEEN <ZEB> WIDE//STRONG

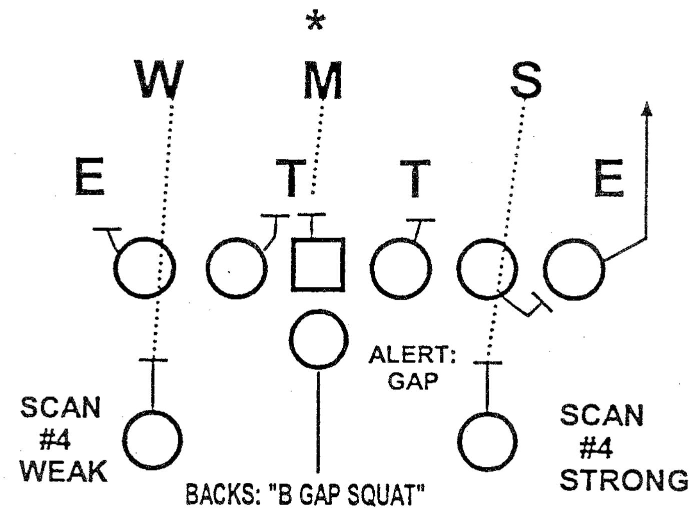
DEEP "7 STEP" ROUTES !

25



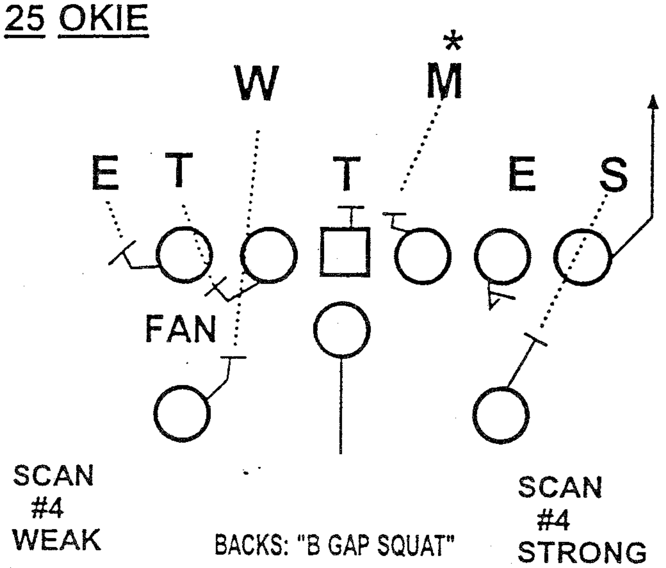
BACKS: "B GAP SQUAT"

59



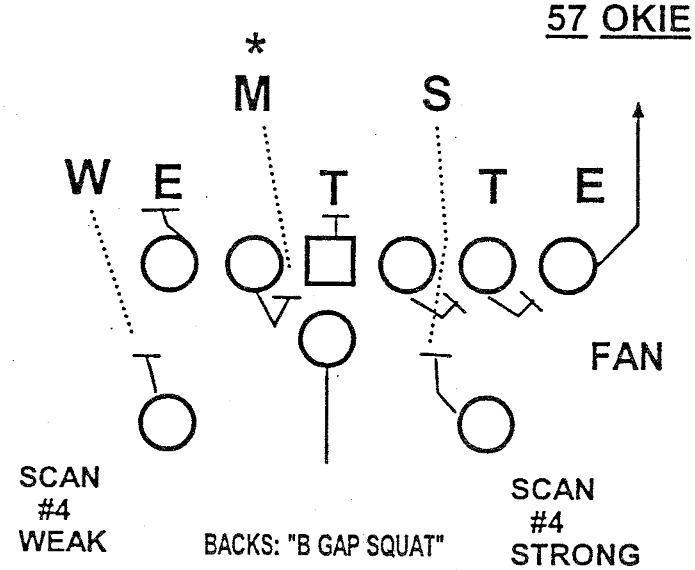
BACKS: "B GAP SQUAT"

25 OKIE



BACKS: "B GAP SQUAT"

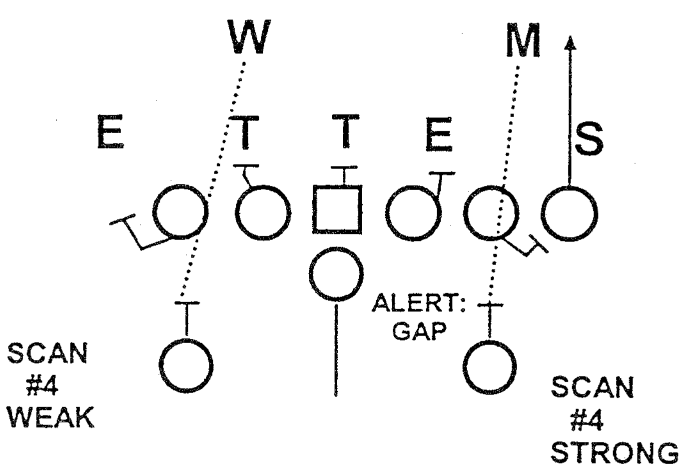
57 OKIE



BACKS: "B GAP SQUAT"

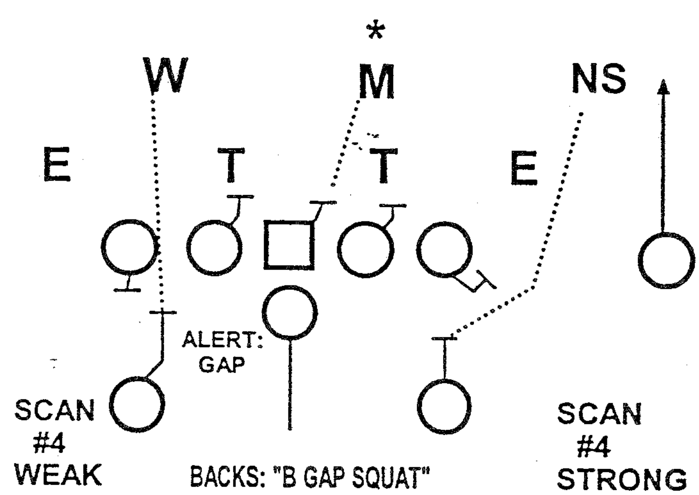
25 SINK

"SINK OUT"



BACKS: "B GAP SQUAT"

N4-2



BACKS: "B GAP SQUAT"